



A BIG COLOR/ACTIVITY BOOK

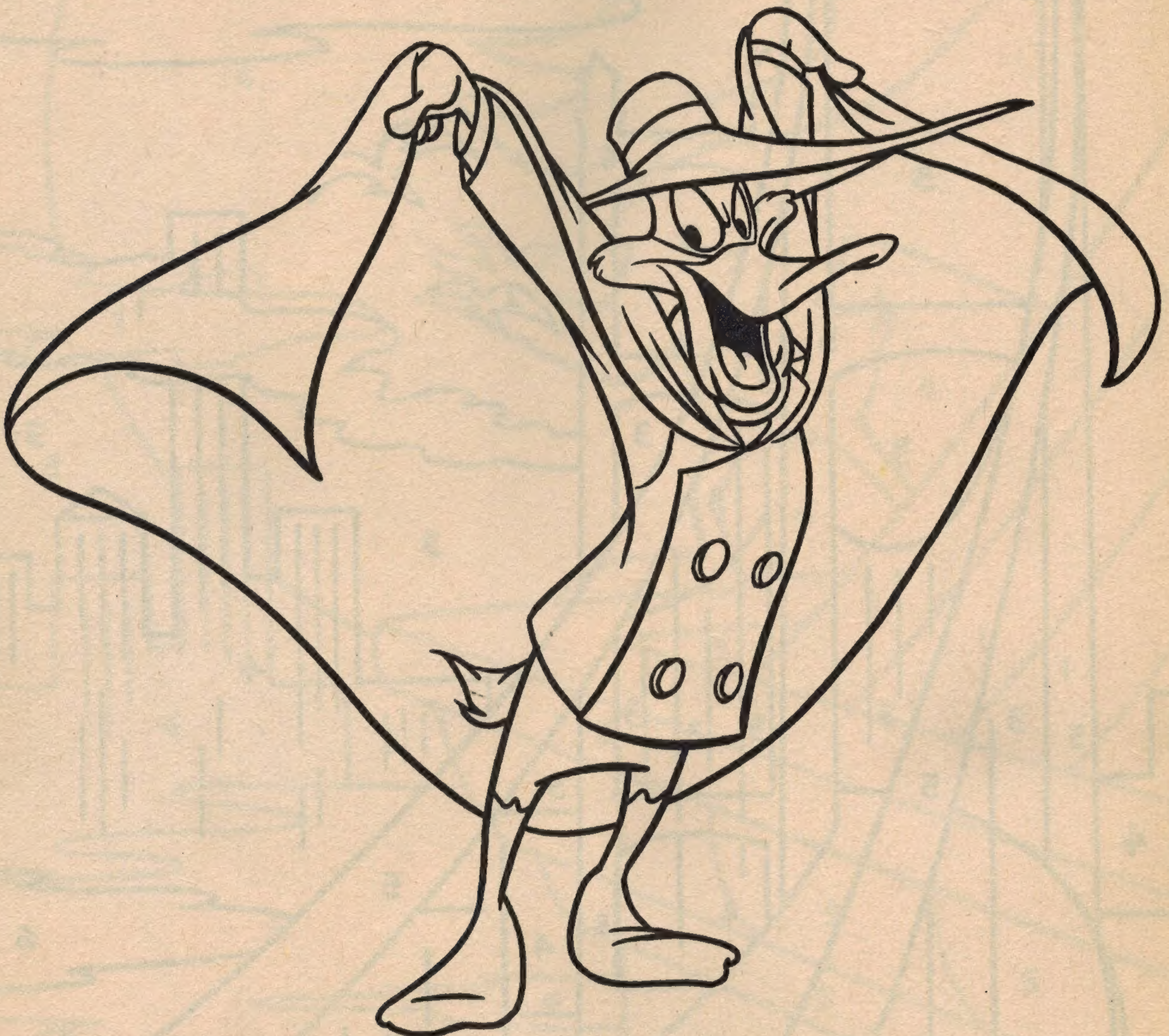
Disney's

DARKWING DUCK





Disney's
**DARKWING
DUCK**



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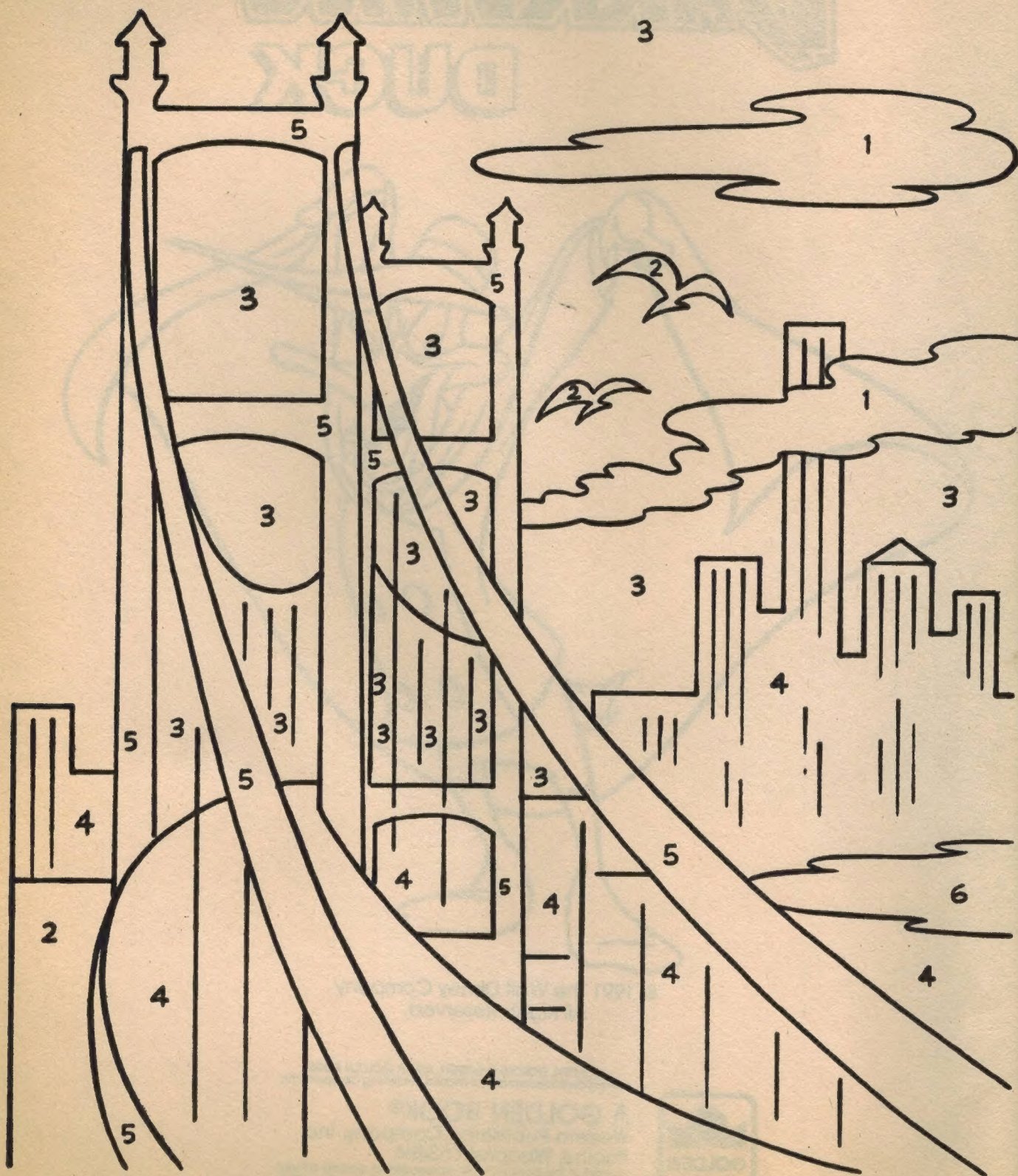
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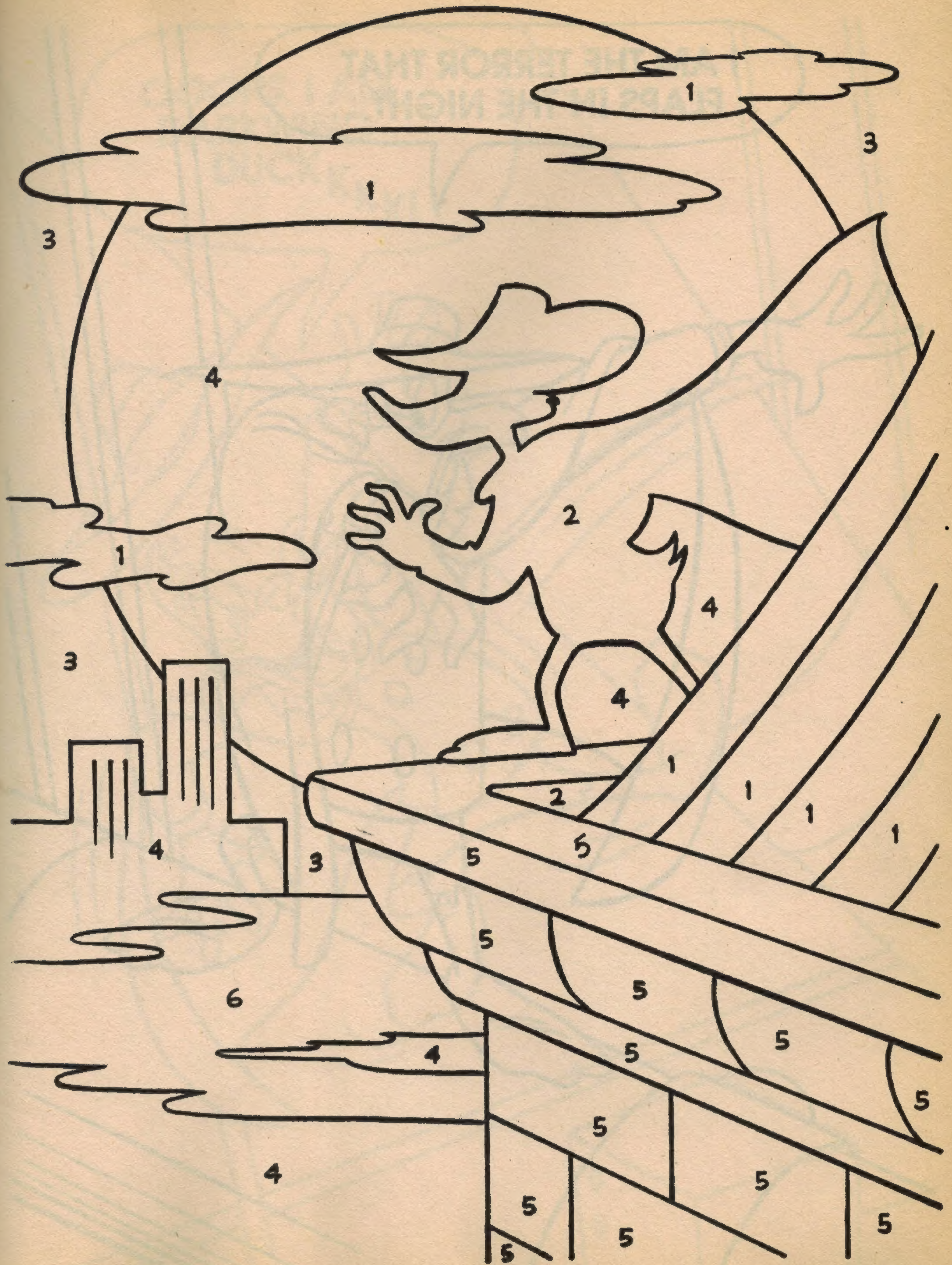
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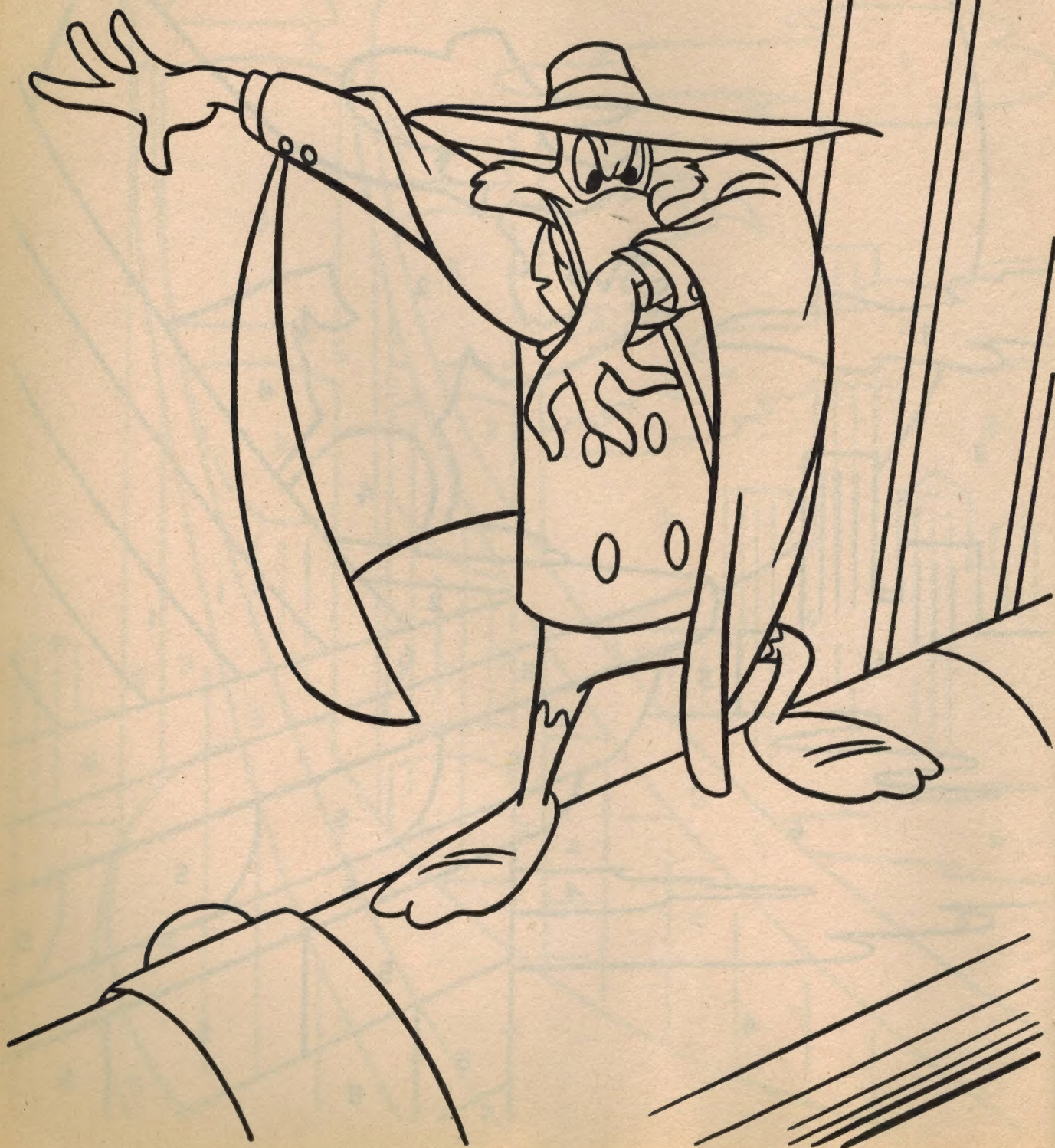
Color the spaces:

- | | |
|------------|------------|
| 1 - BLUE | 4 - YELLOW |
| 2 - BLACK | 5 - RED |
| 3 - PURPLE | 6 - GREEN |





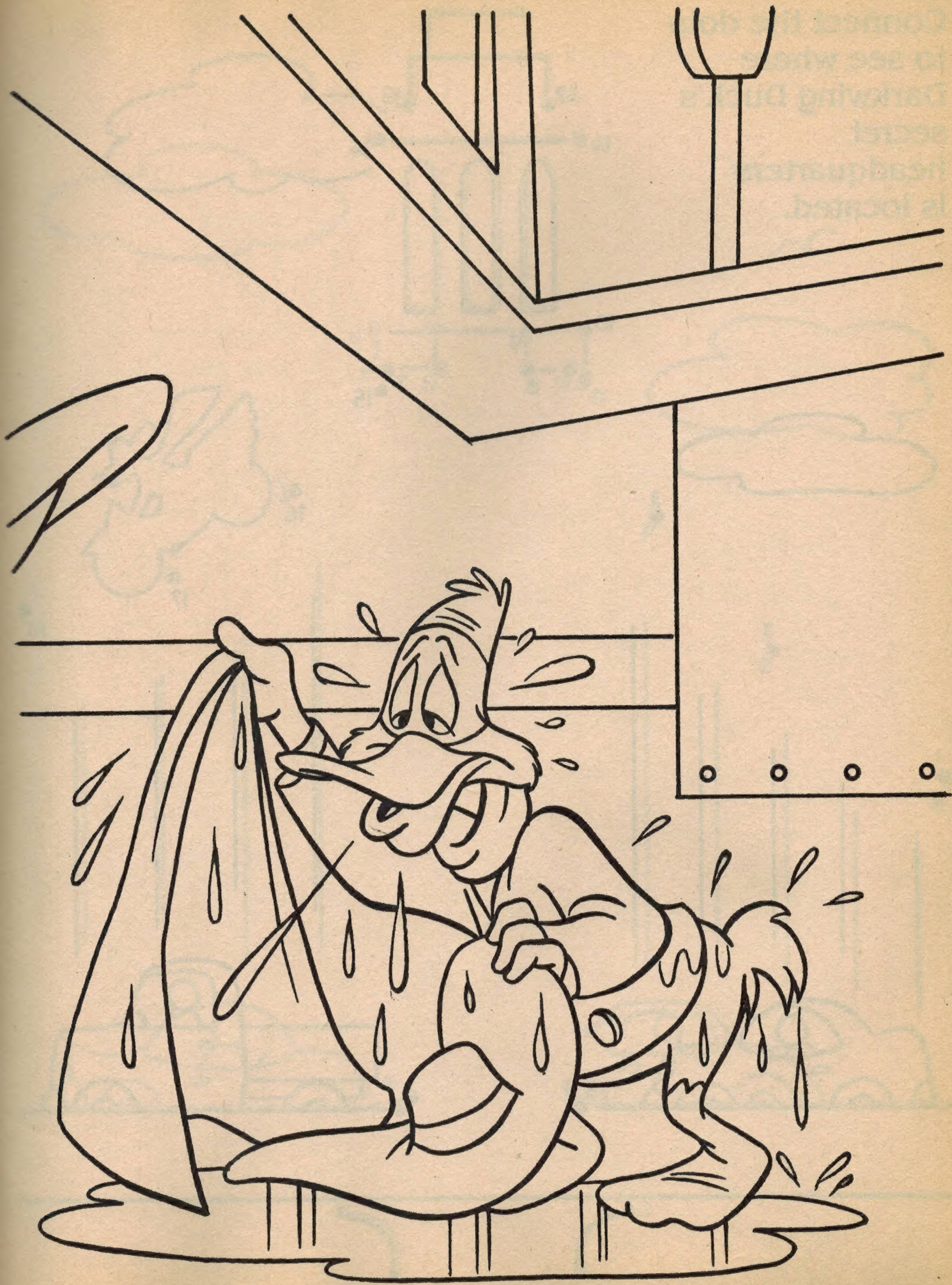
**I AM THE TERROR THAT
FLAPS IN THE NIGHT.**



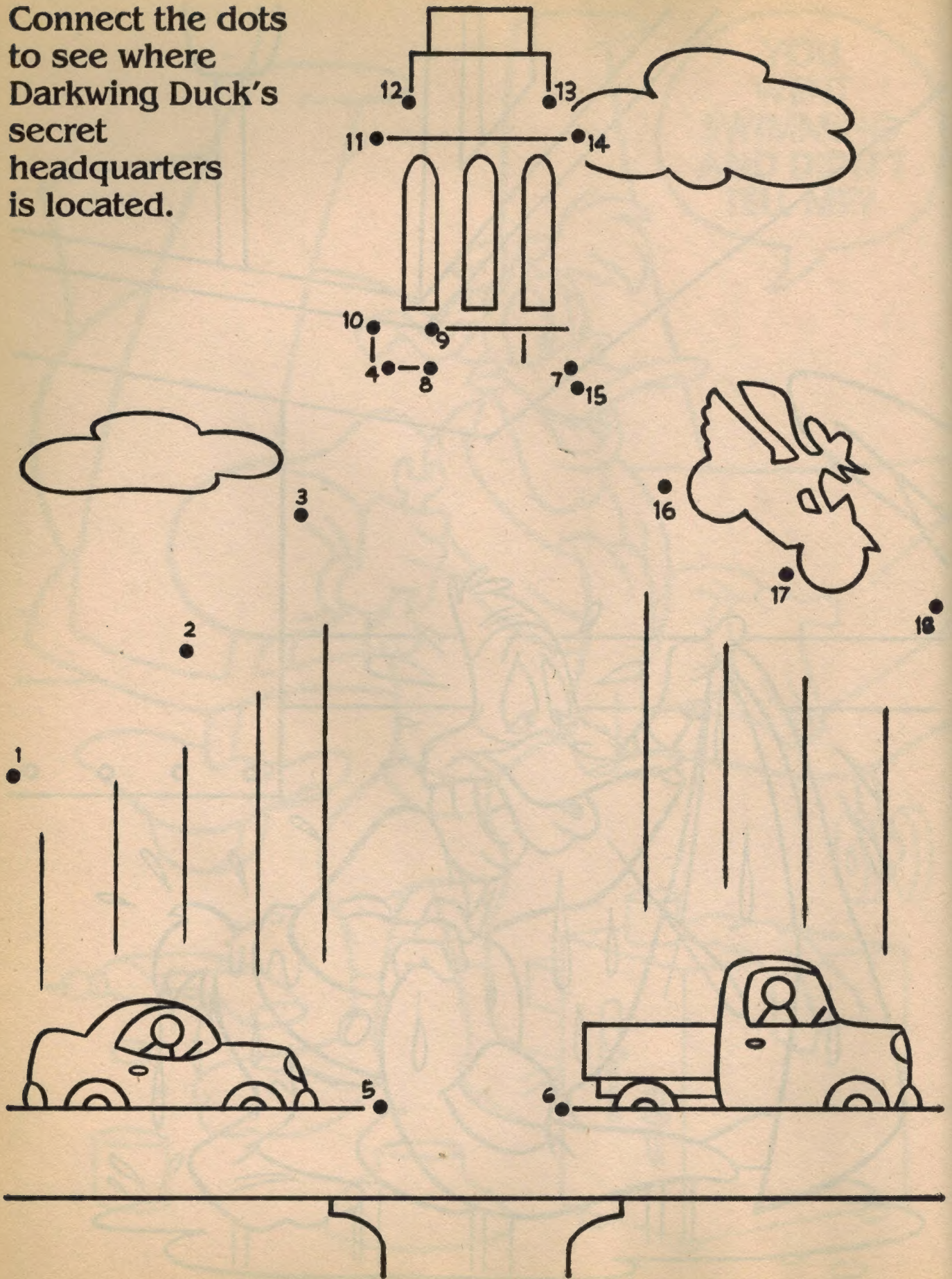
**OOOPS. I AM
DARKWING
DUCK KKK!**

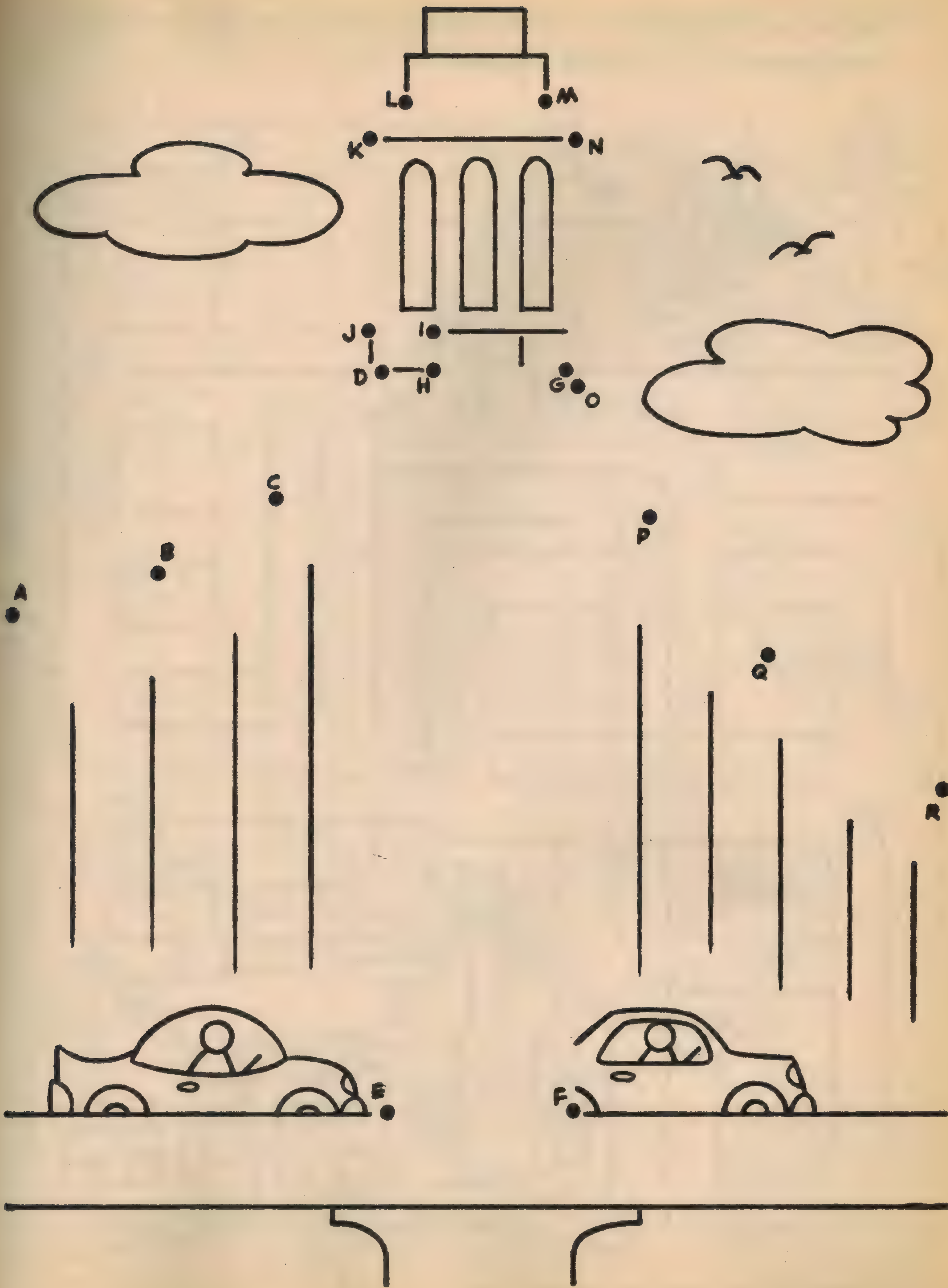




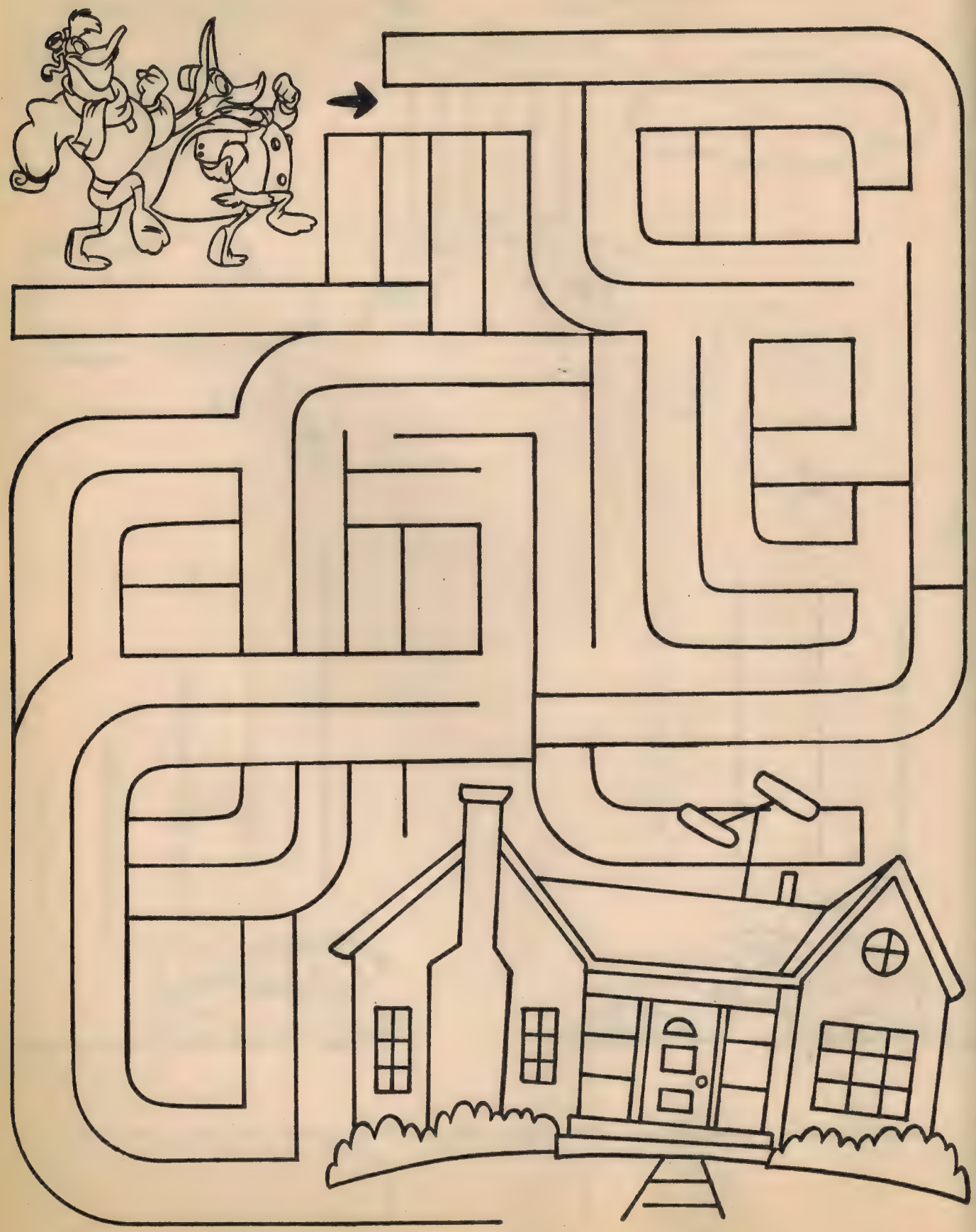


Connect the dots
to see where
Darkwing Duck's
secret
headquarters
is located.





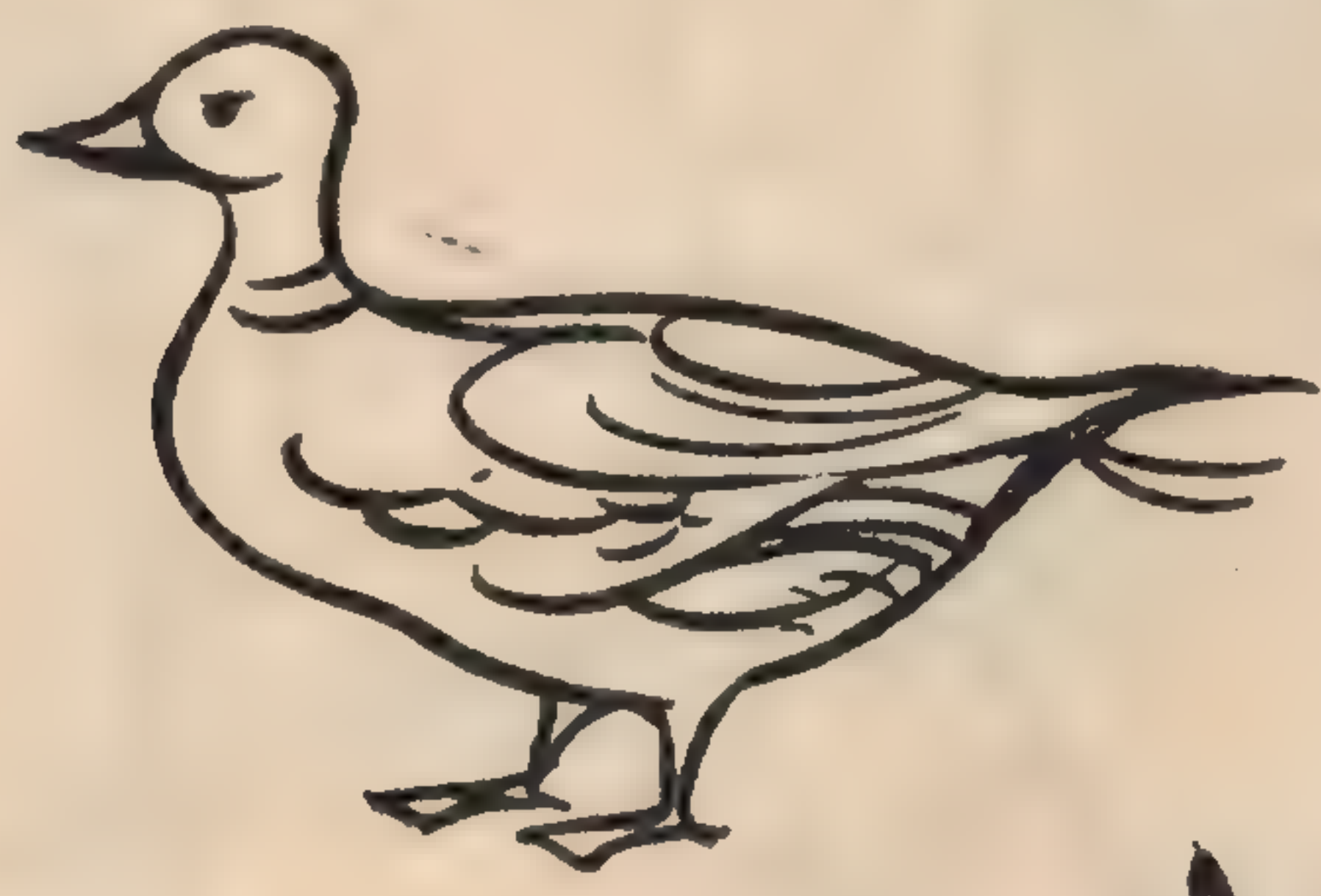
Help Darkwing and Launchpad get from their secret headquarters to their home.



Looking up, down, across, back, and diagonally, can you find the names of these nine ducks?



NOPTCWHTYWWW
EPIHAOAUIOI
CANVASBACKAR
RETINDLAETDE
EIASVMALLARD
DDIPAOCOTDLMI
HELPSRKEEEAE
ESASYDDURNLN
ACSKTEOGHOAO
DEUCHBIOEADN
PAHRFDIEWOOT

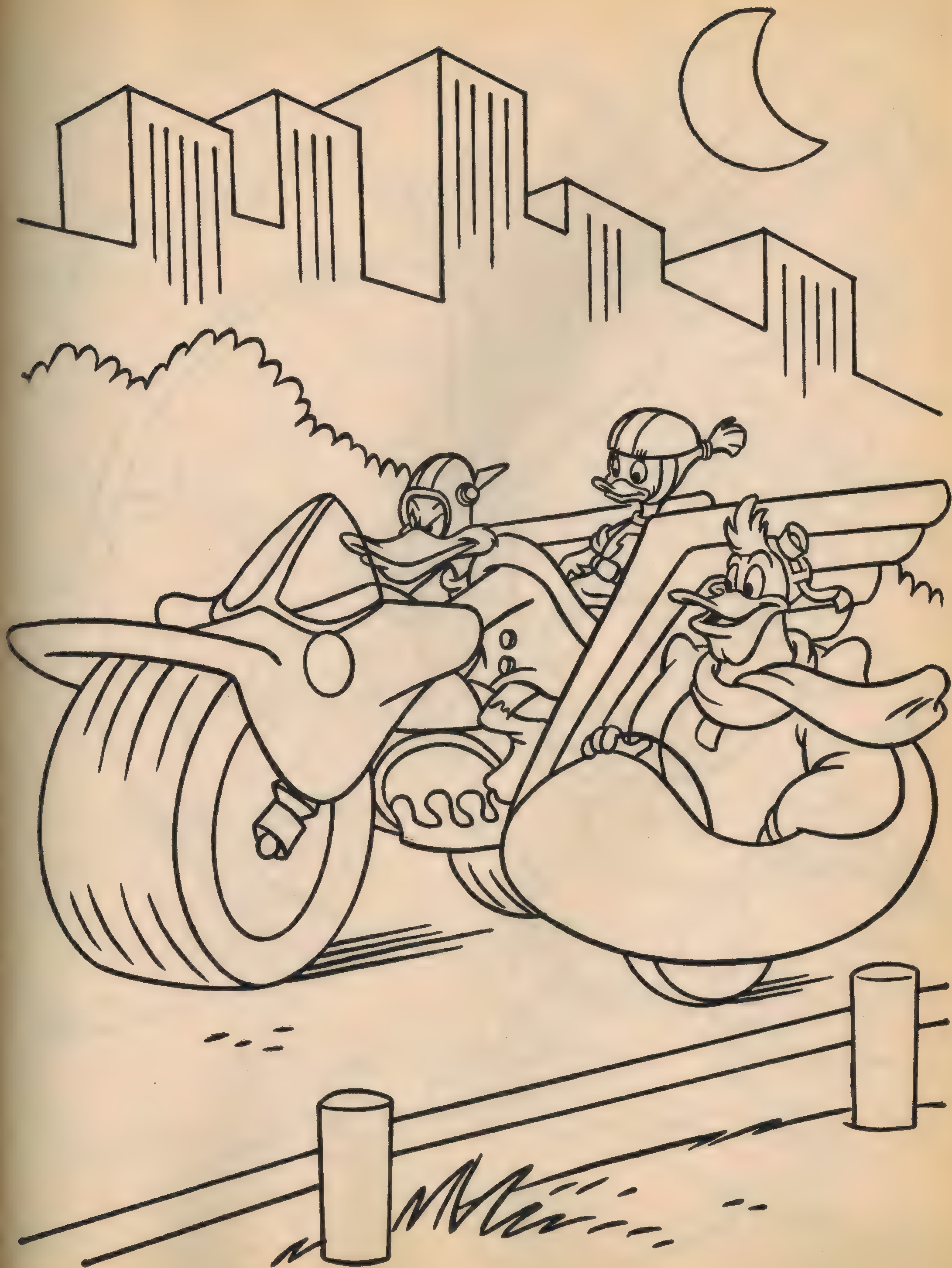


- WOOD
- MALLARD
- BLACK
- PINTAIL
- REDHEAD
- EIDER
- RUDDY
- CANVASBACK
- TEAL

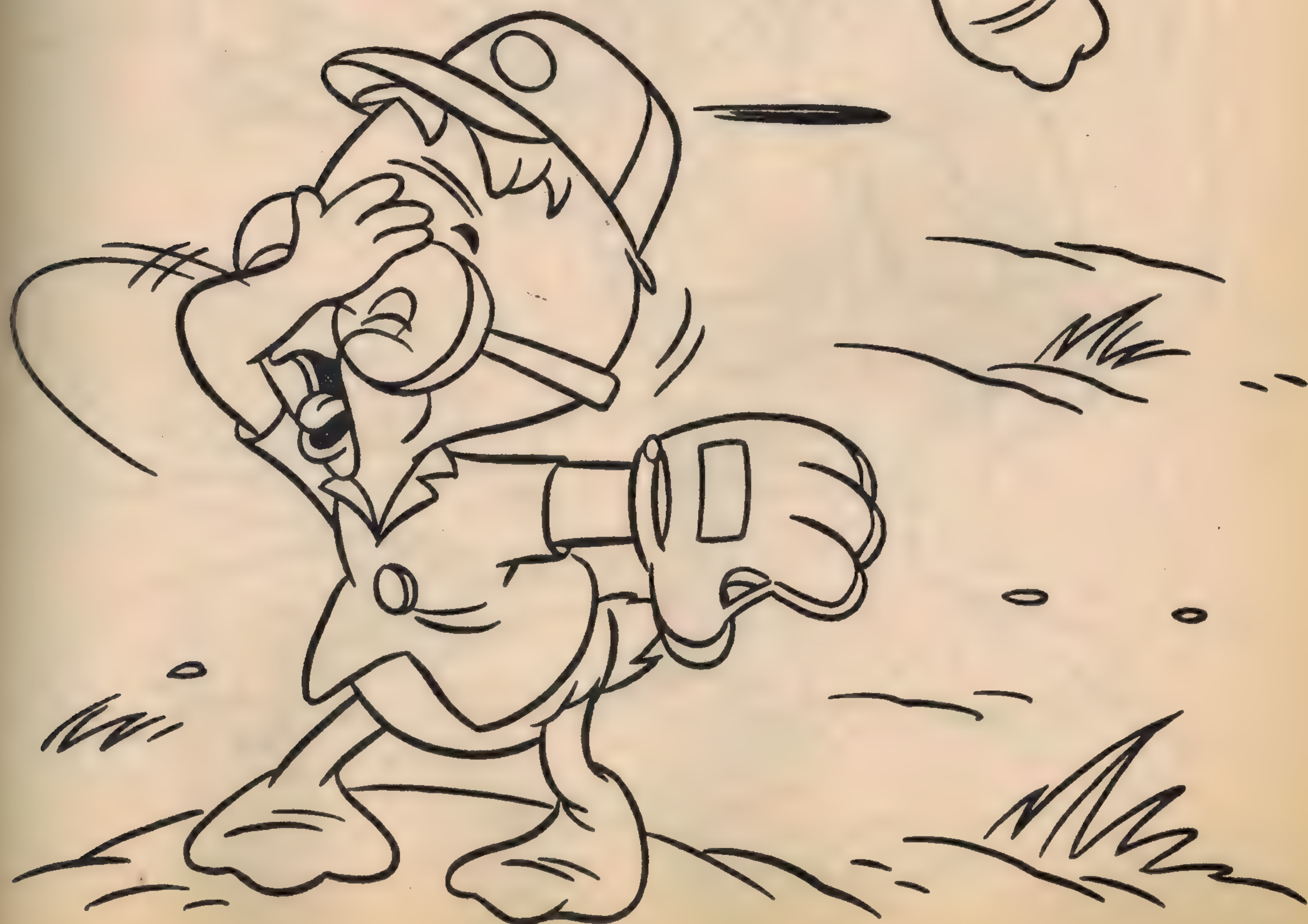
NOPTCWHTYWWW
EPIHAOAUIOI
CANVASBACKAR
RETINDLAETDE
EIASVMALLARD
DDIPAOCOTDLMI
HELPSRKEEEAE
ESASYDDURNLN
ACSKTEOGHOAO
DEUCHBIOEADN
PAHRFDIEWOOT

**IT'S THE
MONSTER!**







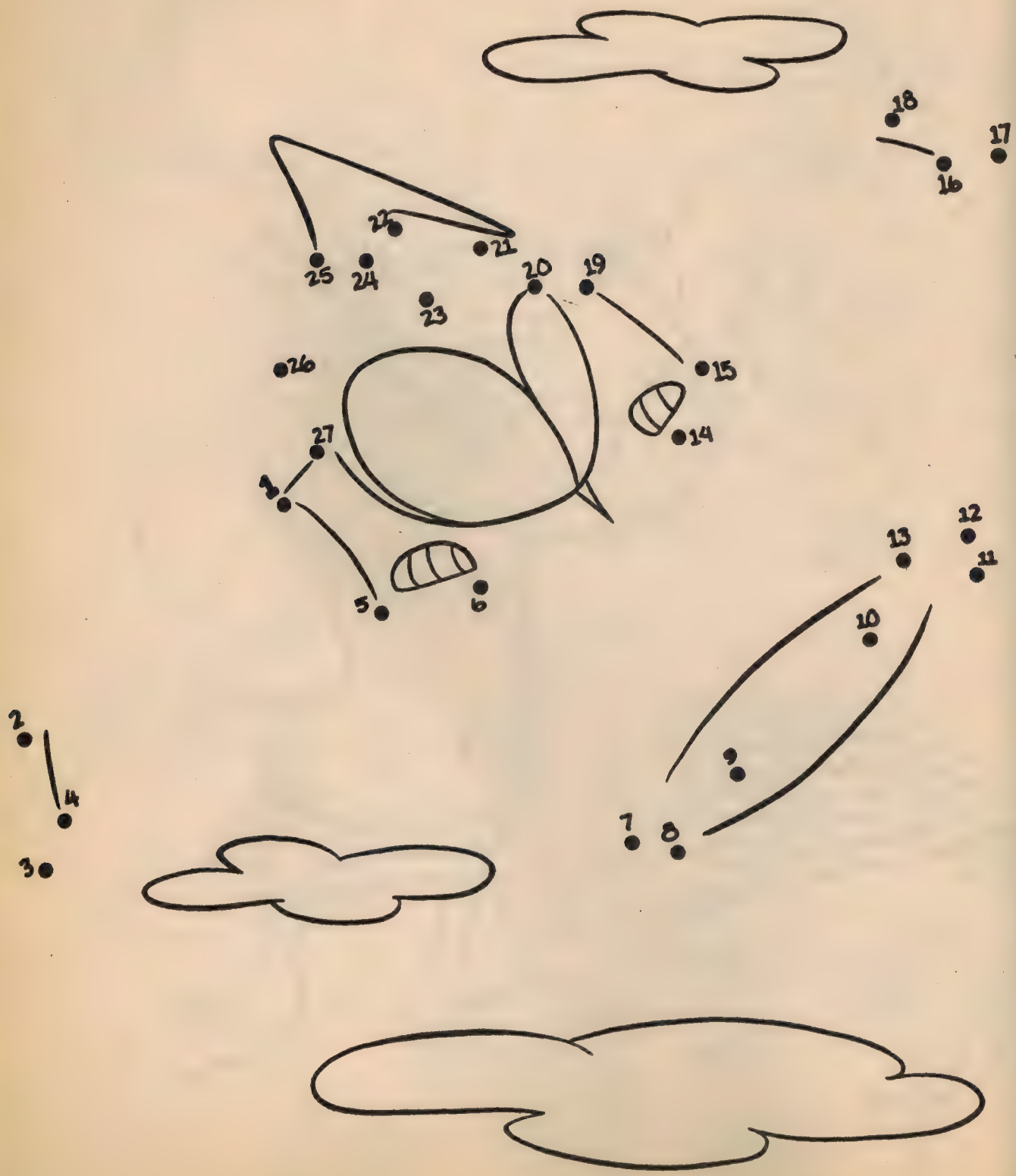




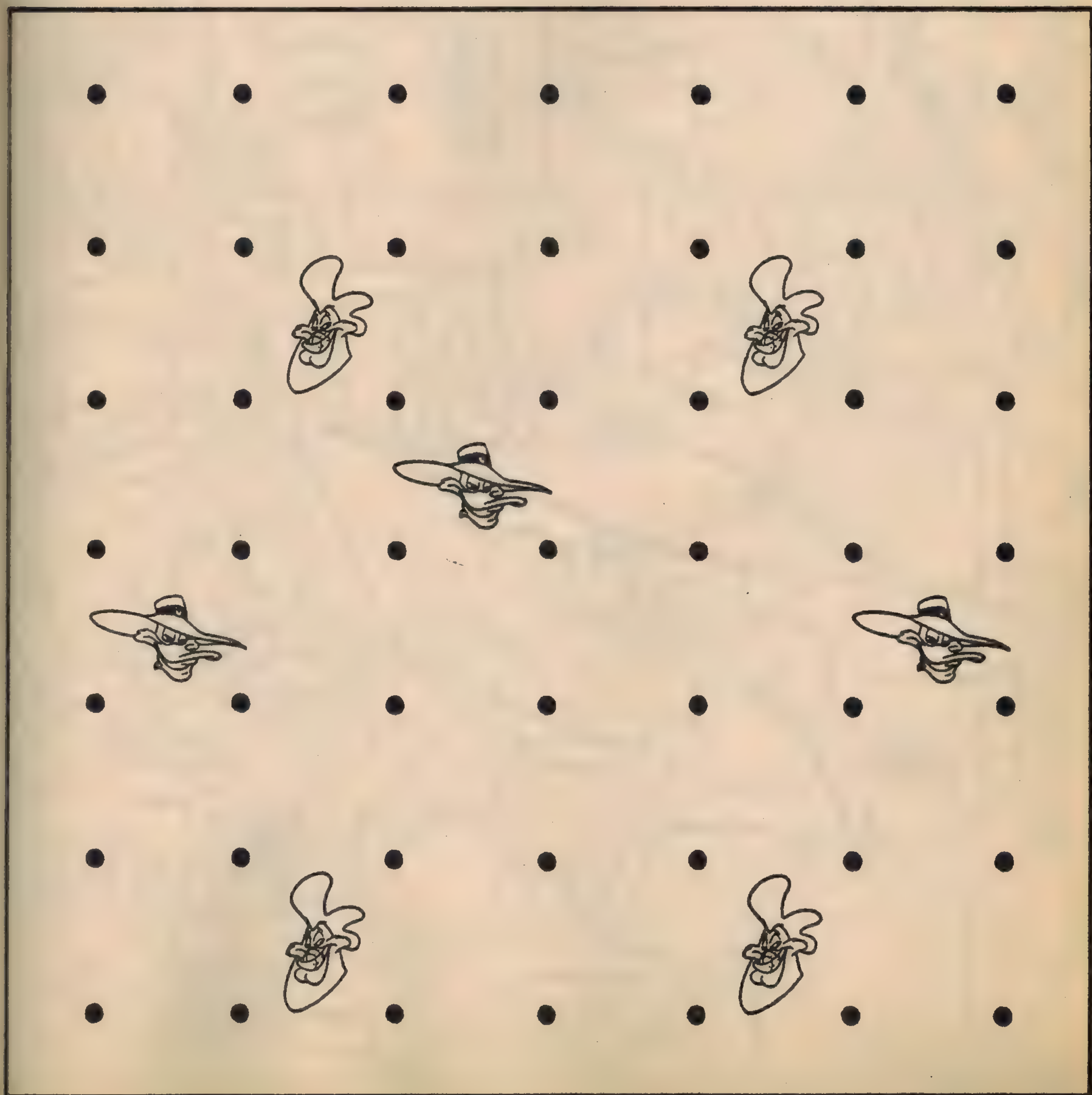
Add a cape, hat, gas gun, and other crime-fighting gadgets to transform Drake Mallard into Darkwing Duck.



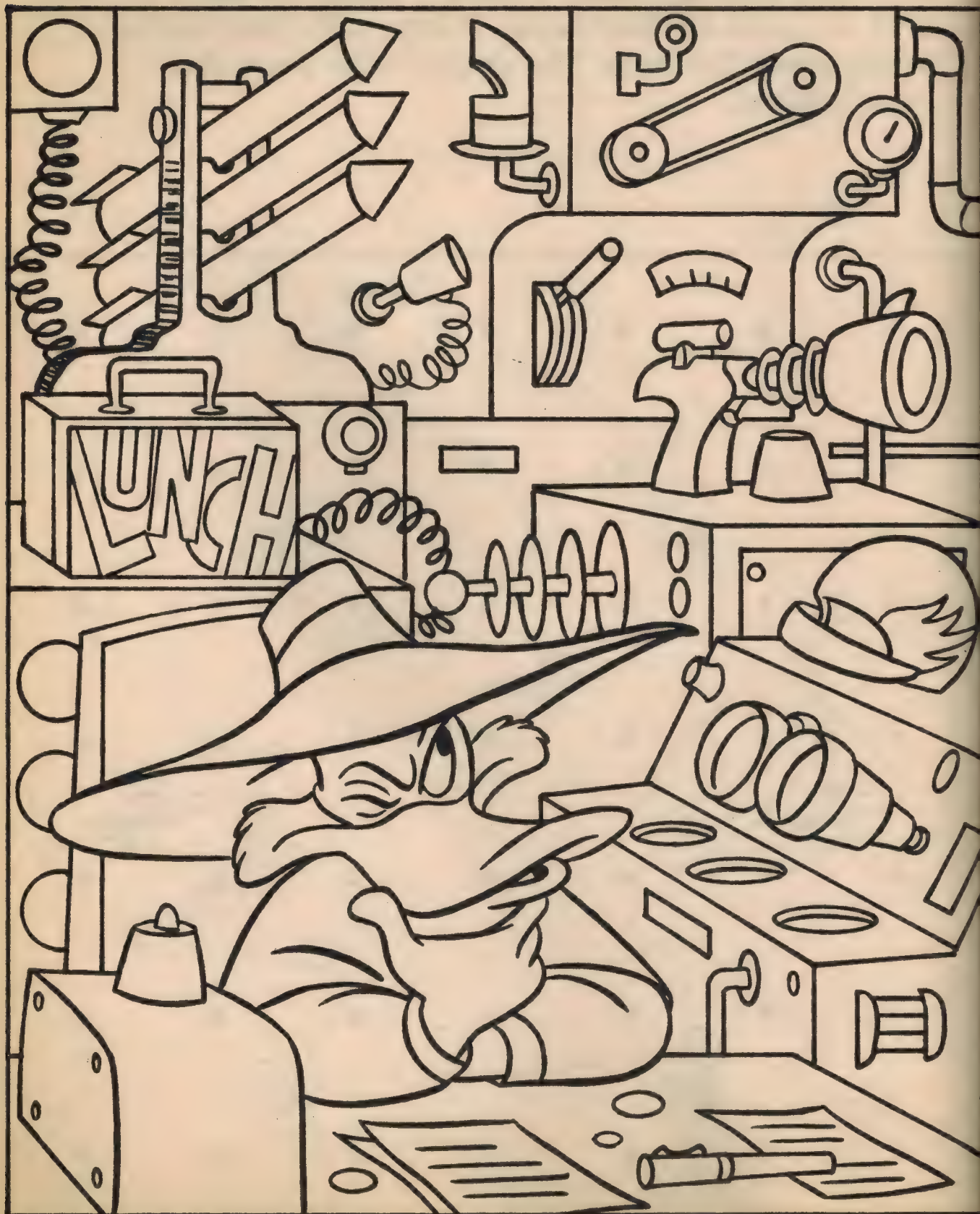
Connect the dots to see the Thunderquack.



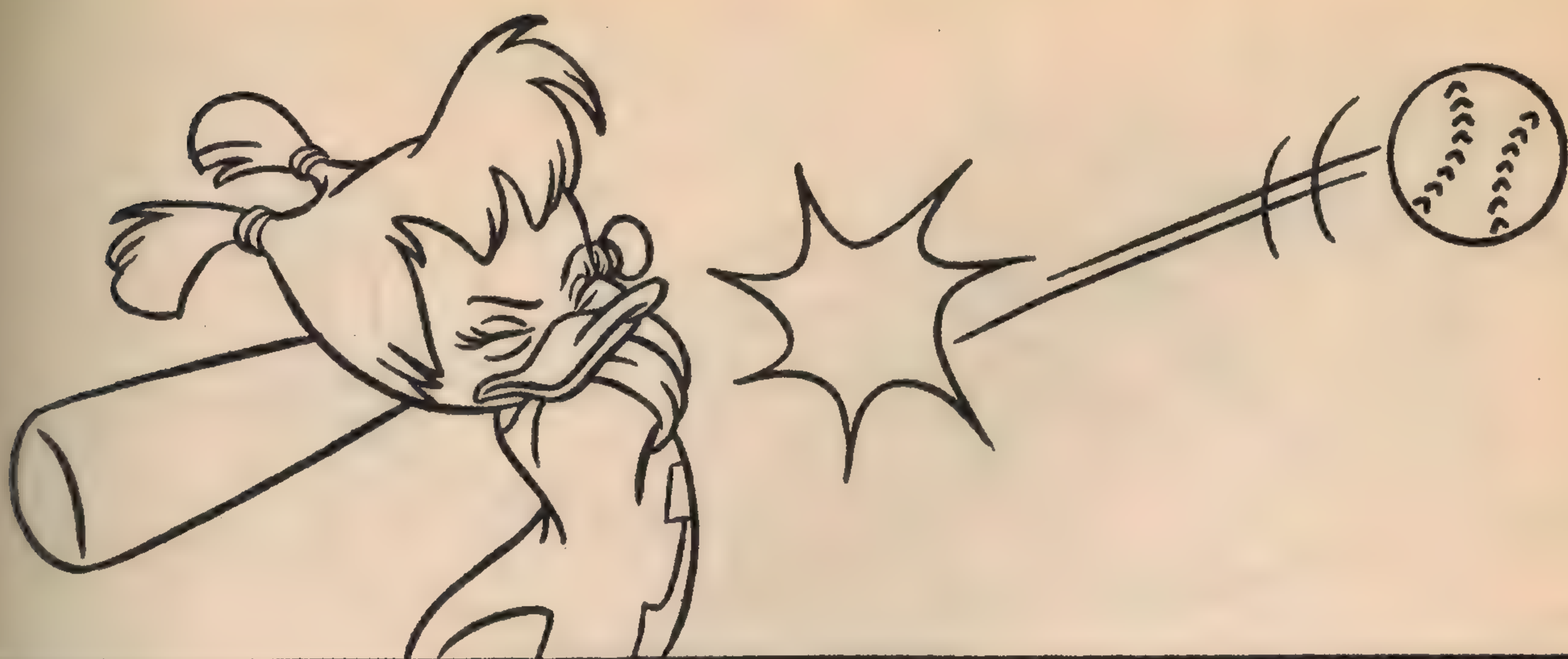
Take turns drawing a straight line between two dots (to make a square). As you complete a square, initial it and take another turn. Count 1 point for each square, and 3 points for Darkwing. A box with Steelbeak takes away 2 points. The player with the most points wins!



Can you find these six crime-fighting gadgets hidden in Darkwing's headquarters: gas gun, secret laser beam pen, helmet, X-ray binoculars, rocket launcher, and portable radar set/lunch box?



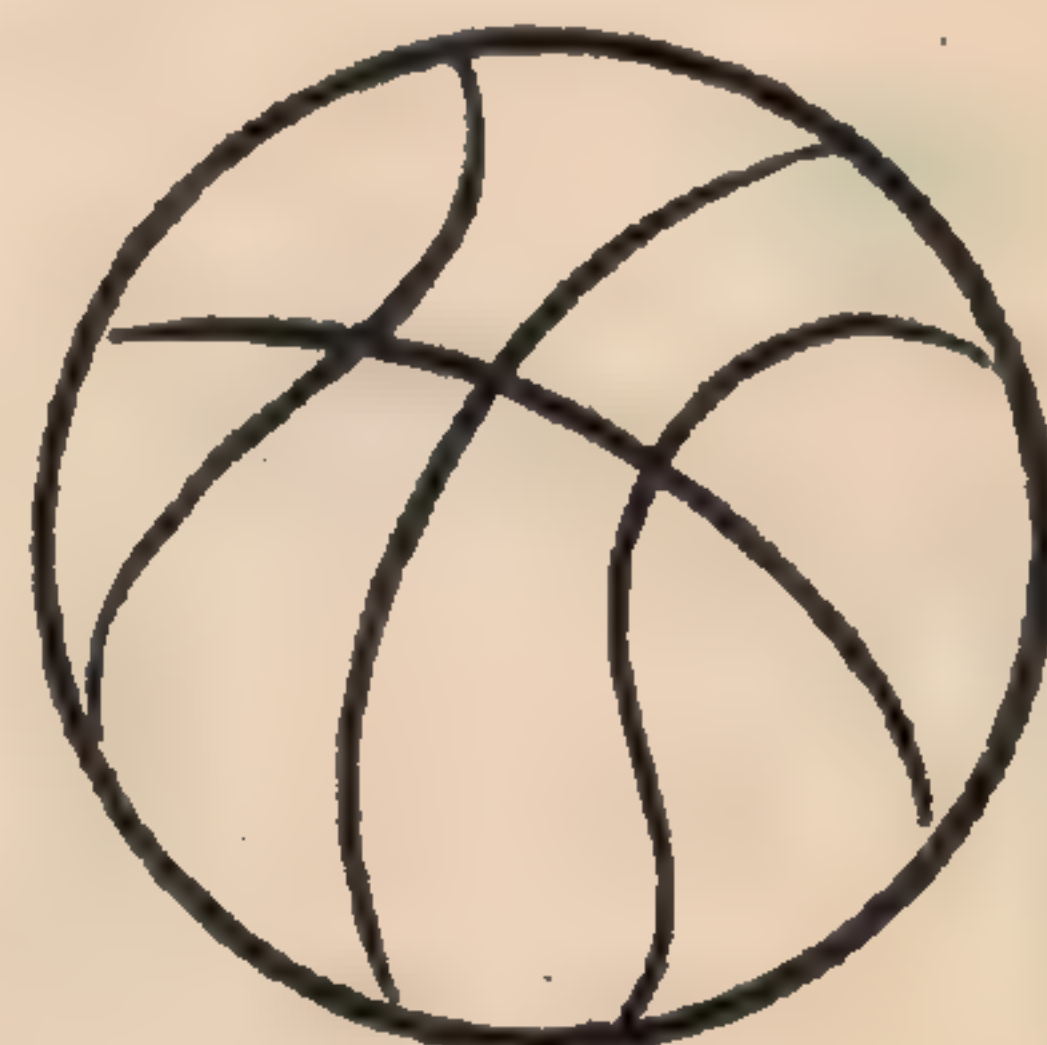
Draw a line between the pictures that go together.



A



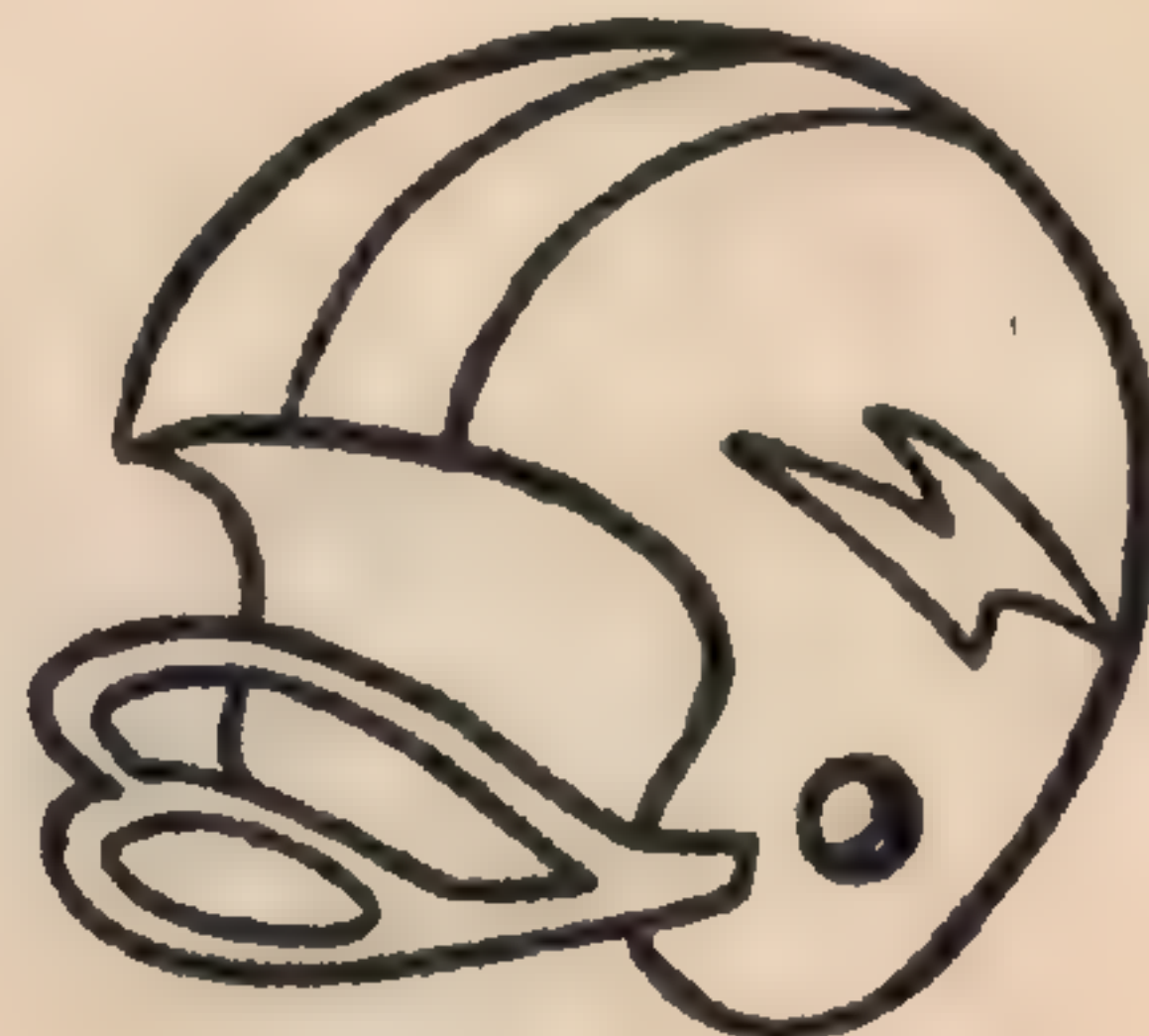
1



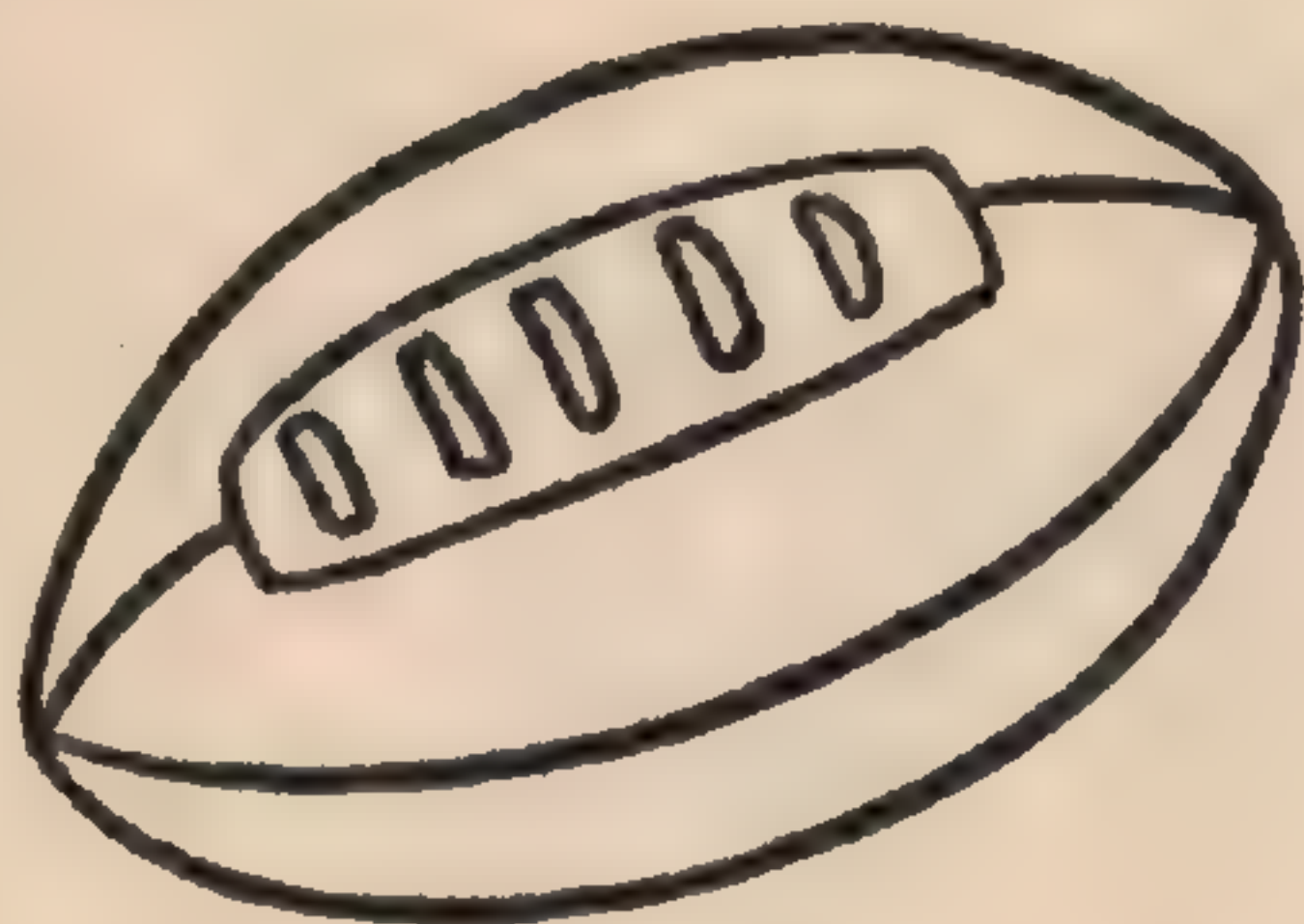
B



2



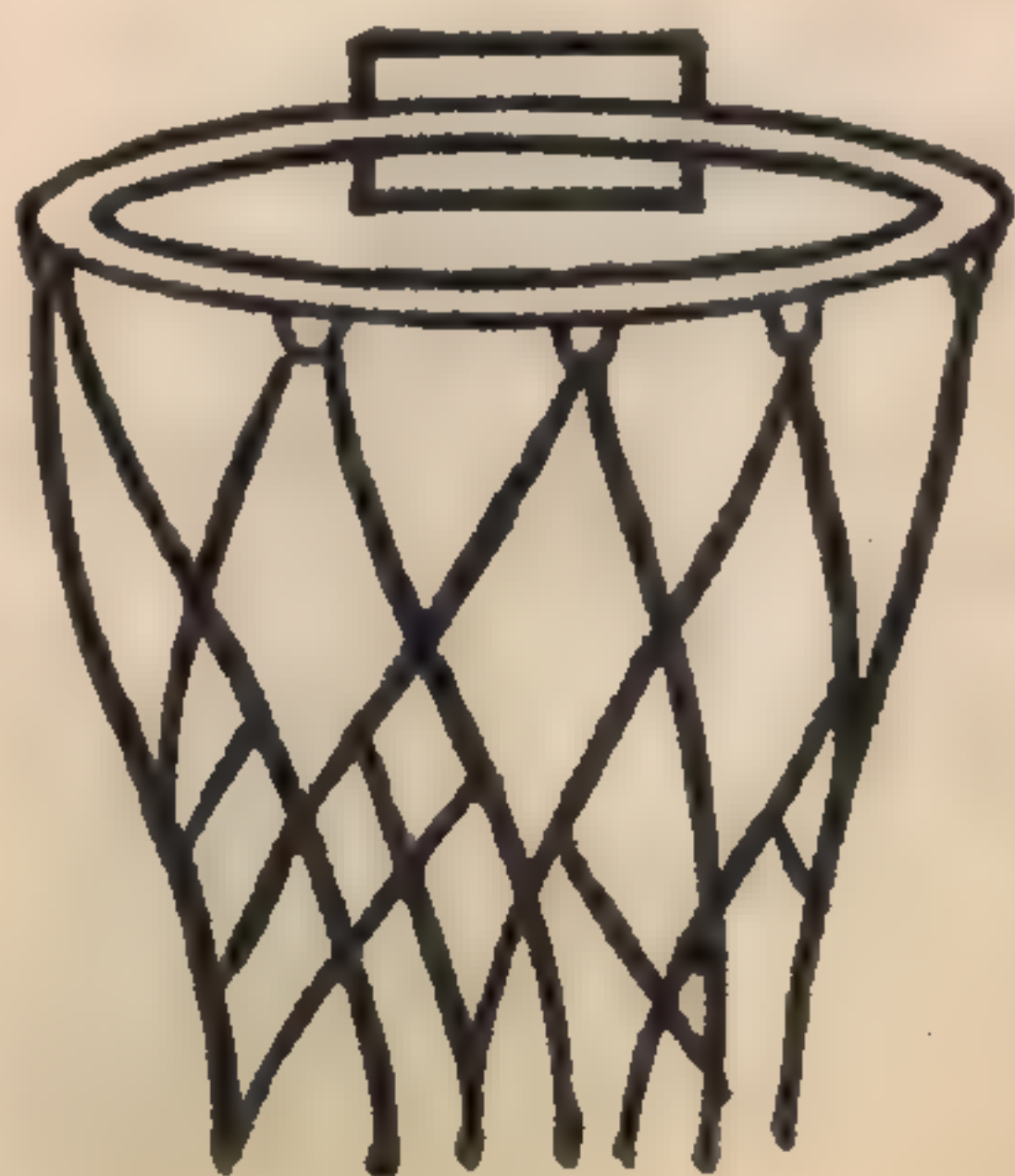
C



3



D

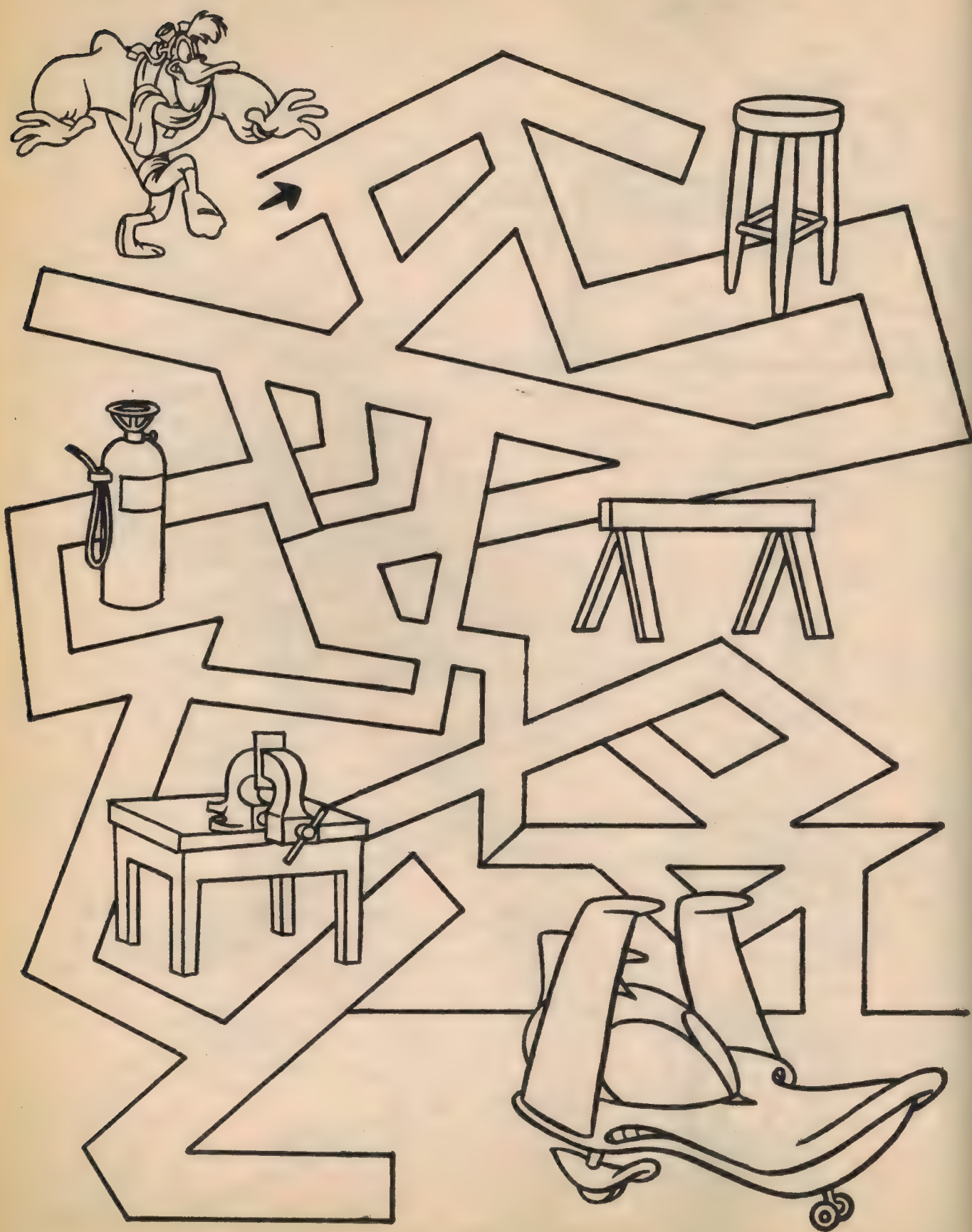


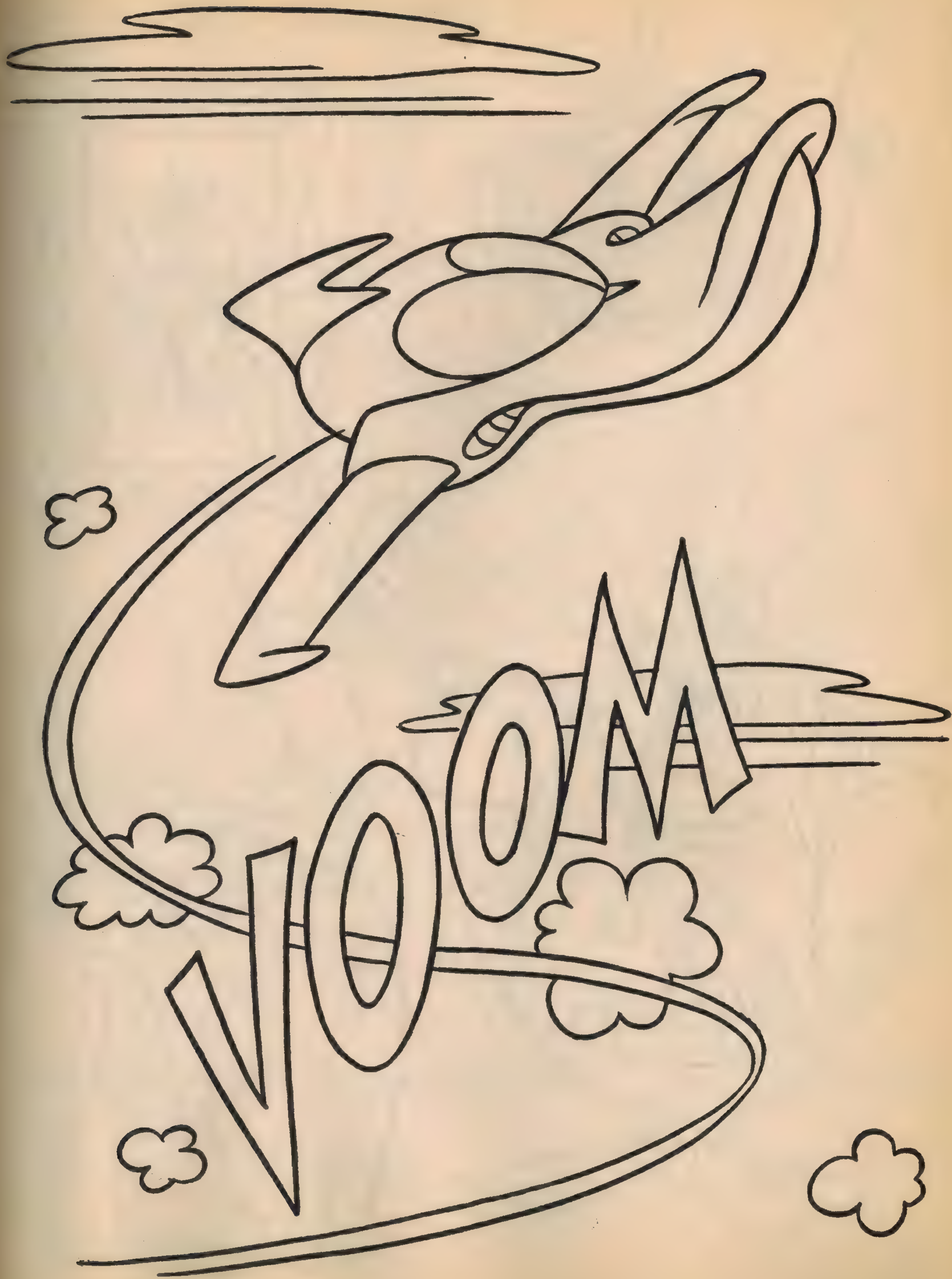
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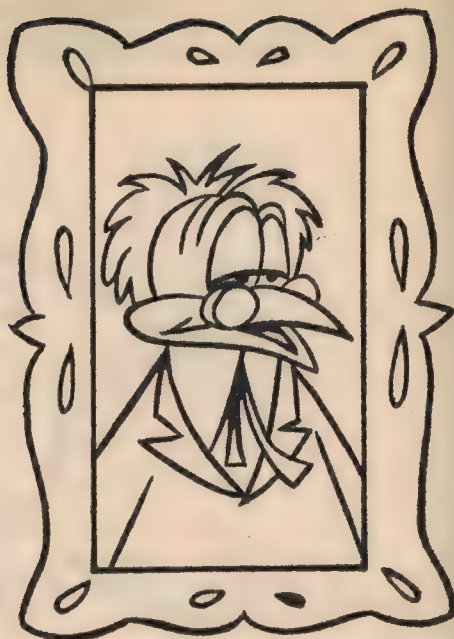
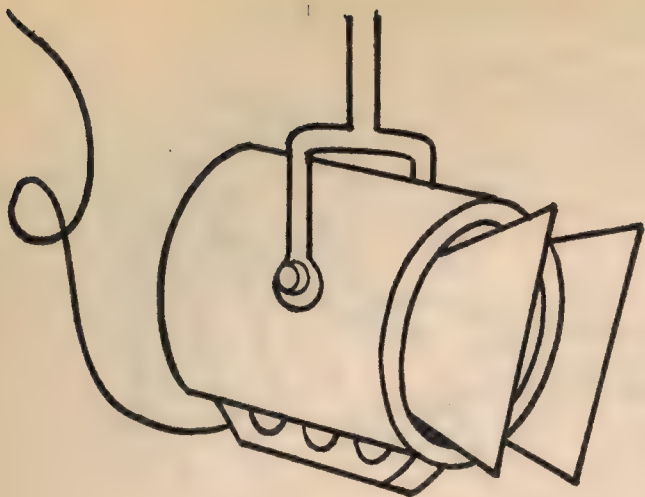


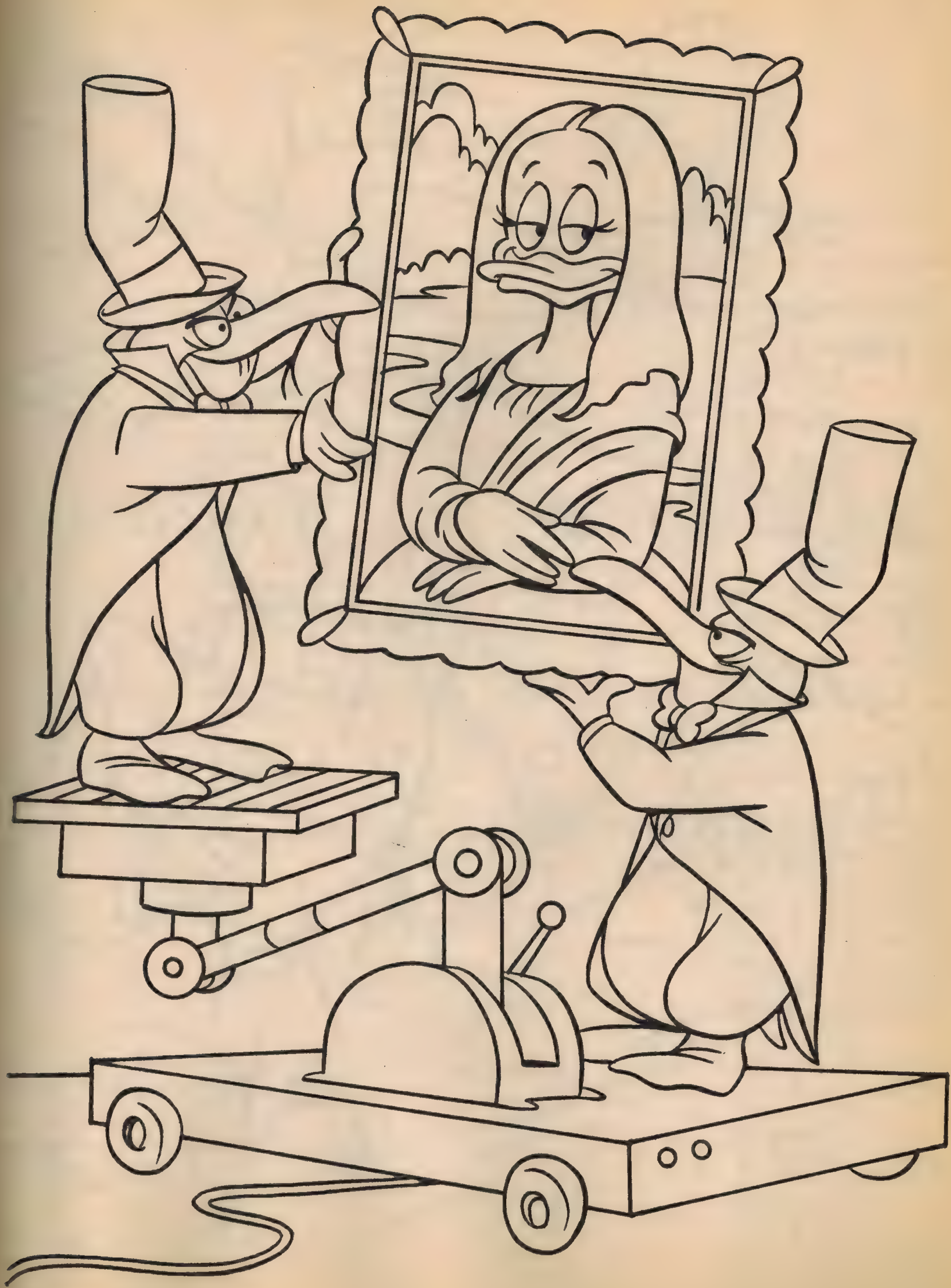
Answers: A-3, B-4, C-2, D-1

Take Launchpad to the Thunderquack.

















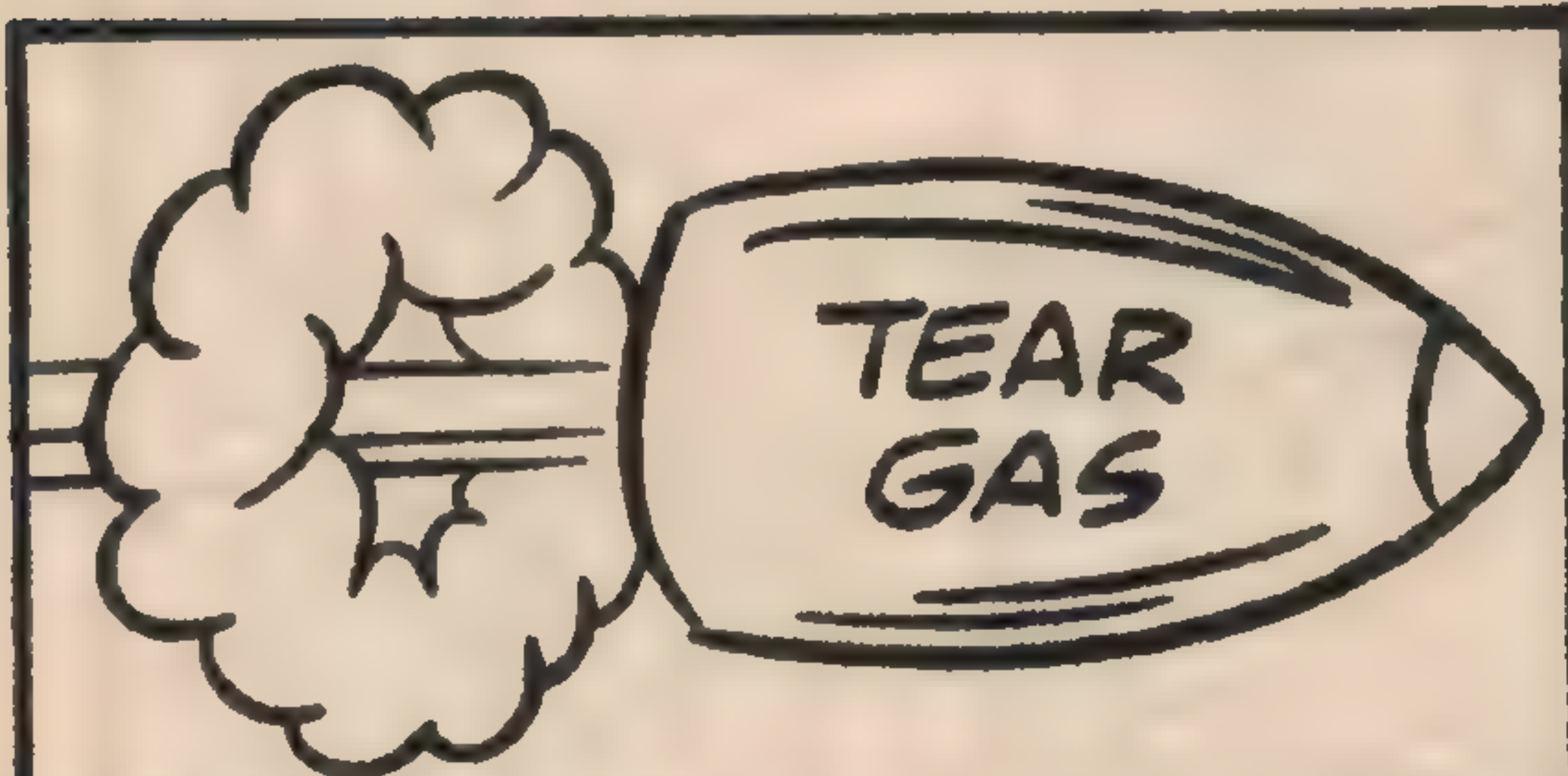
LET'S GET
DANGEROUS.



Darkwing uses his gas gun against criminals. Can you match the gas he uses with the reactions of Megavolt?



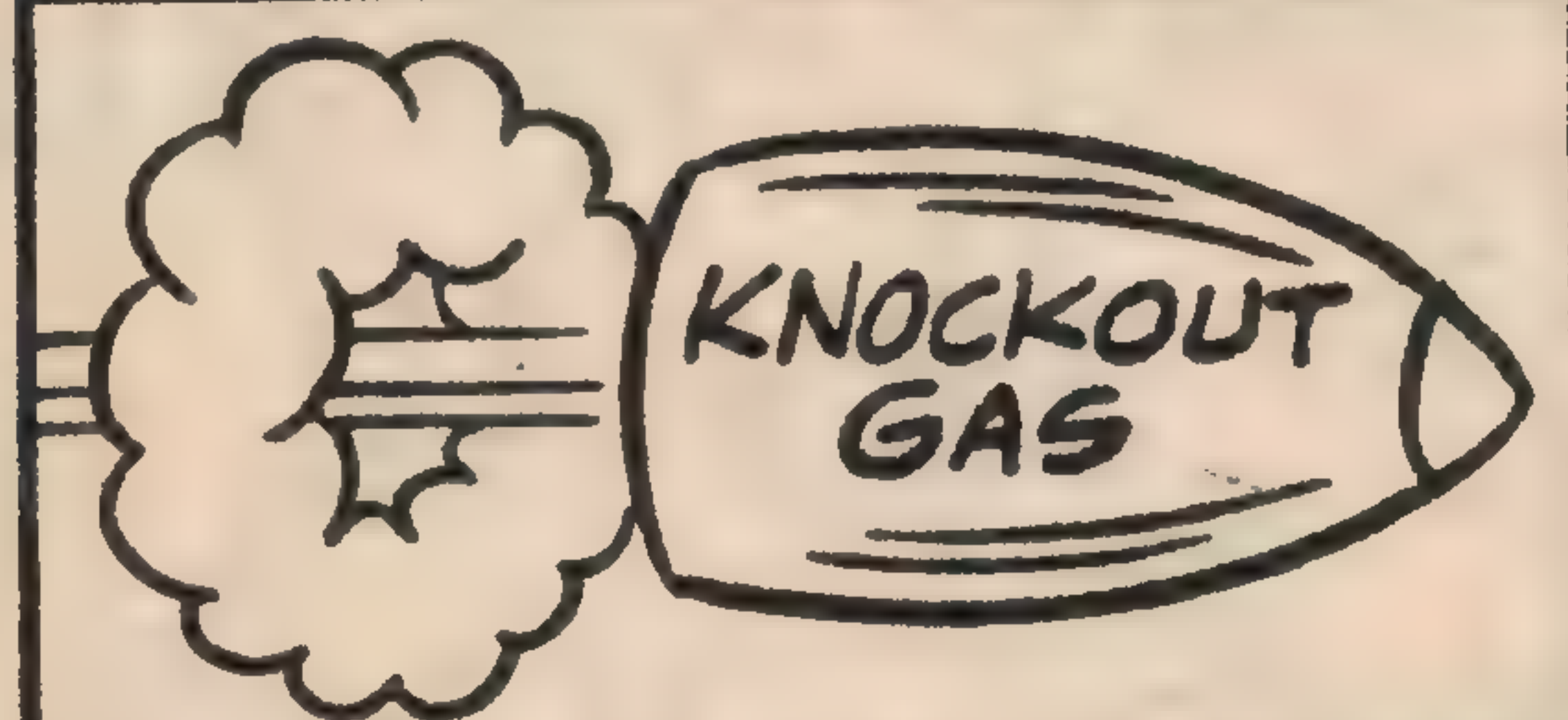
A



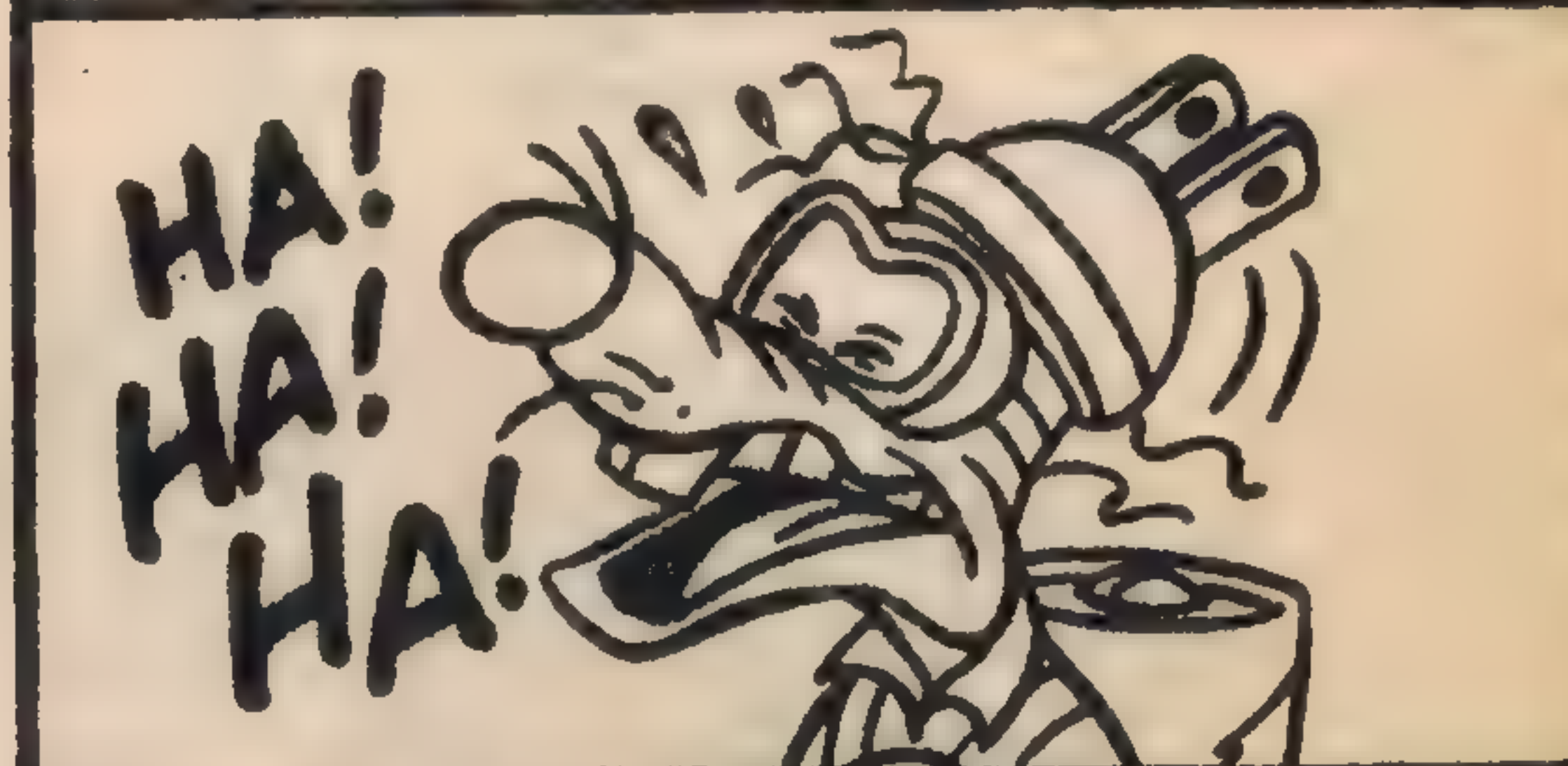
1



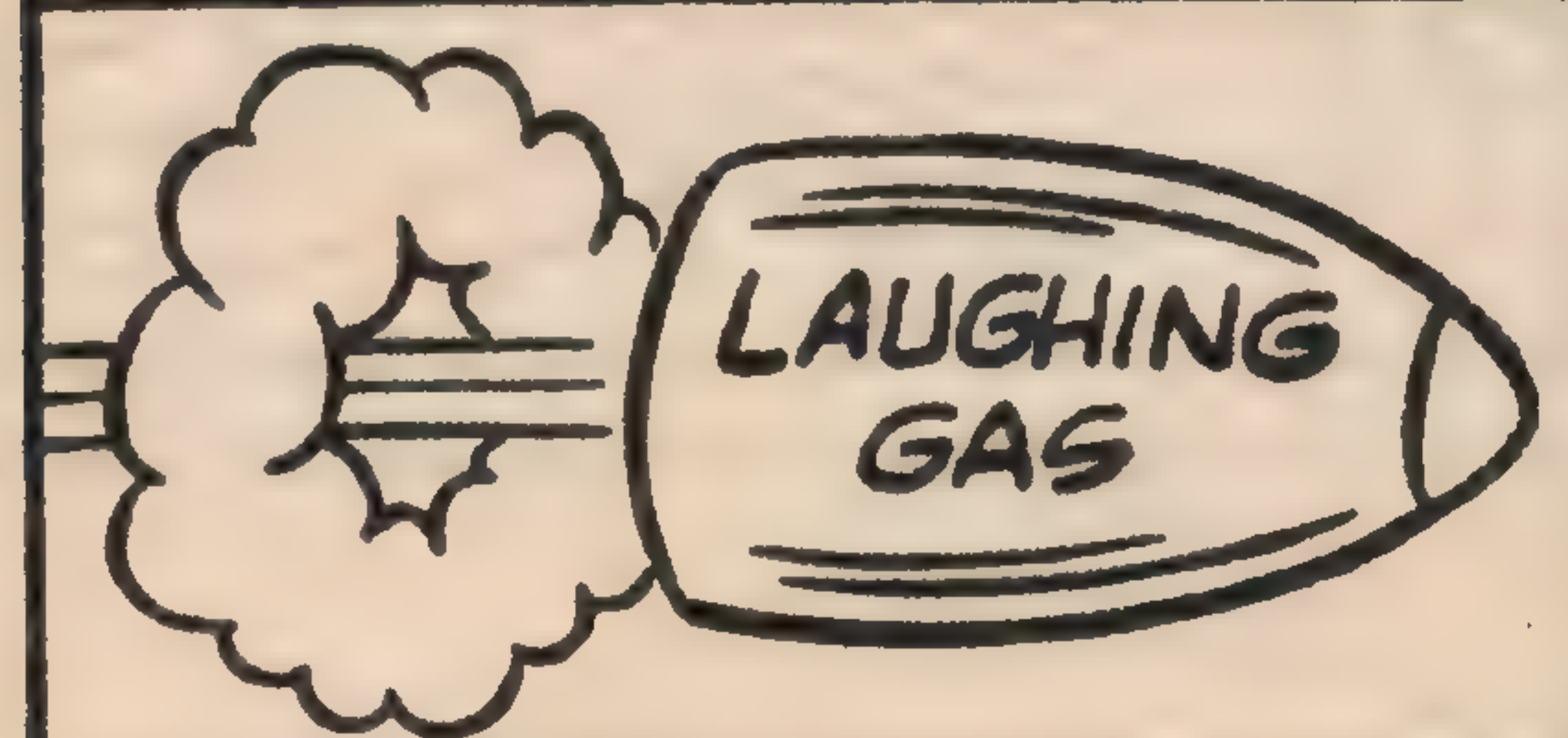
B



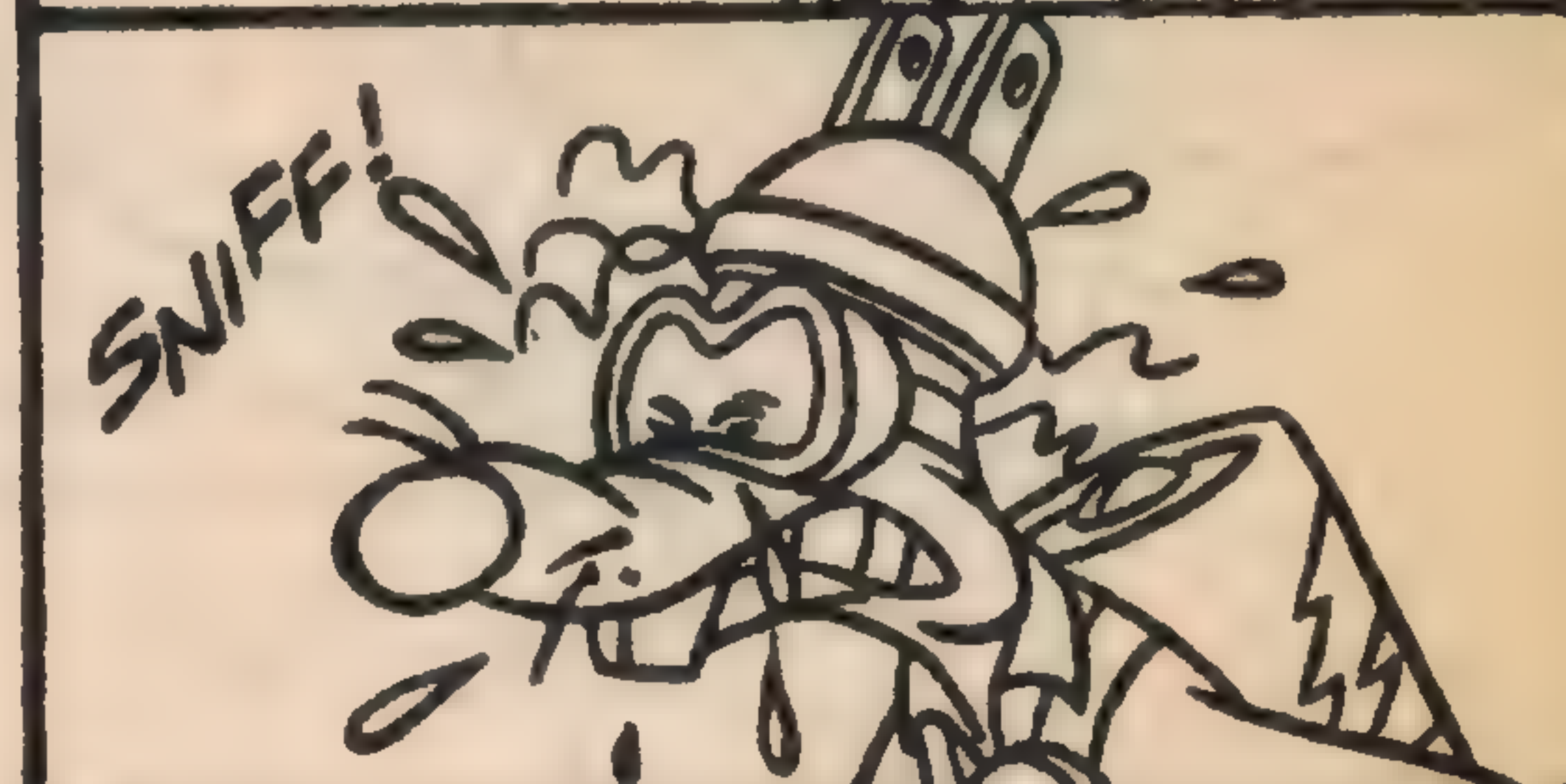
2



C



3



D



4



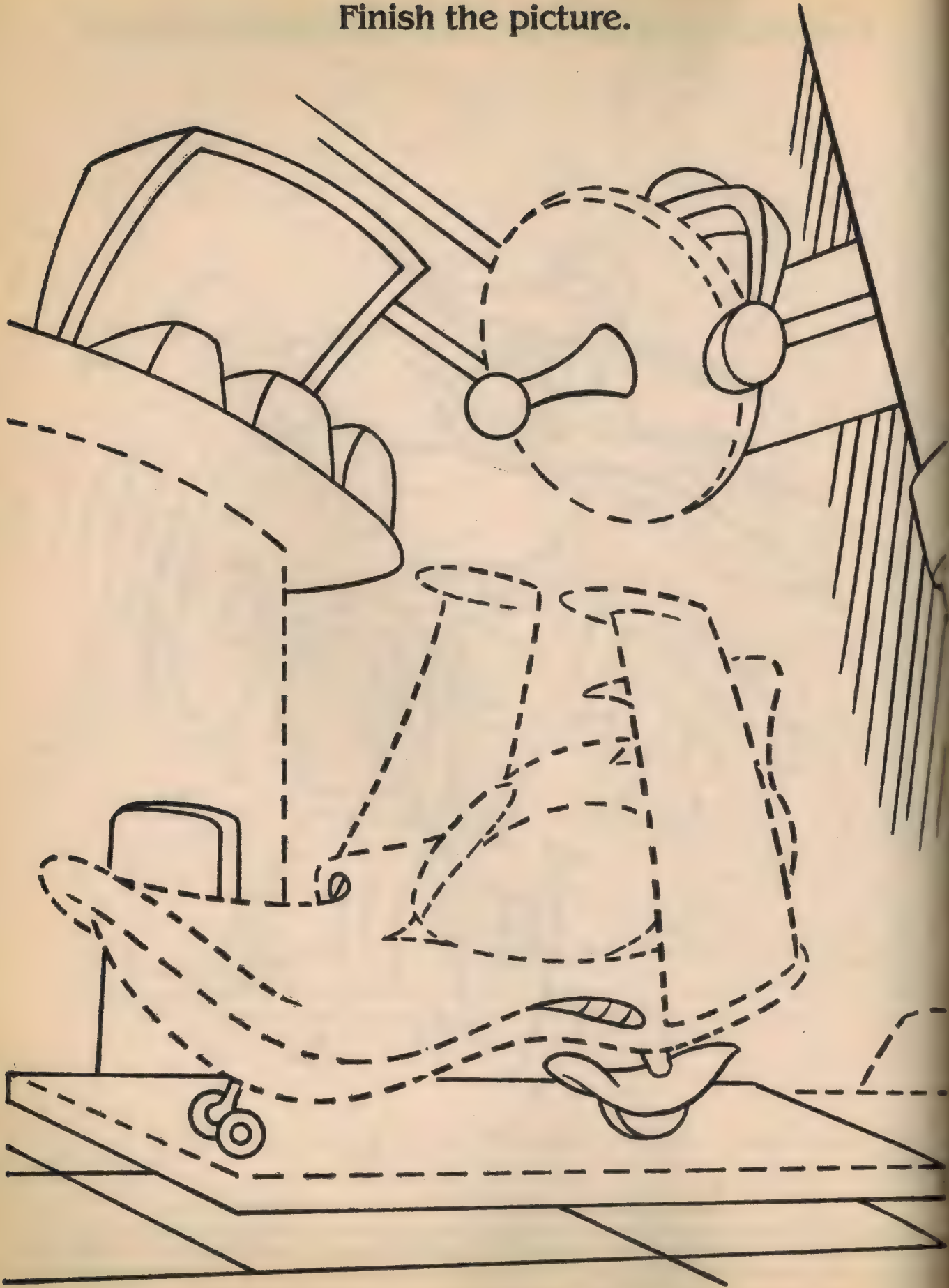


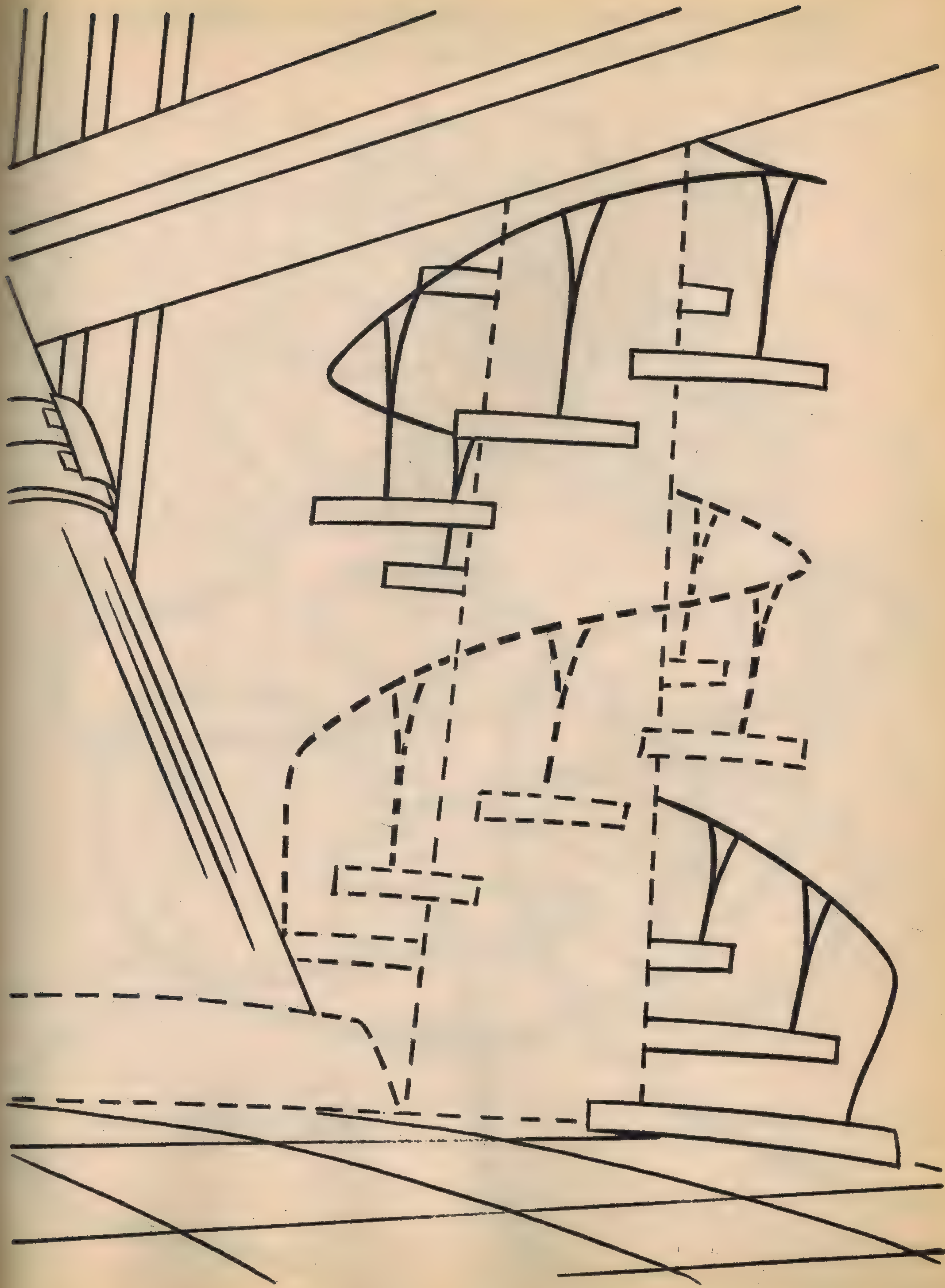
Can you find Megavolt, Bushroot, and Steelbeak hiding in the picture?

Connect the dots to see what Darkwing is driving.



Finish the picture.





Help Launchpad tie up Bushroot for the police.
Color each rope a different color.



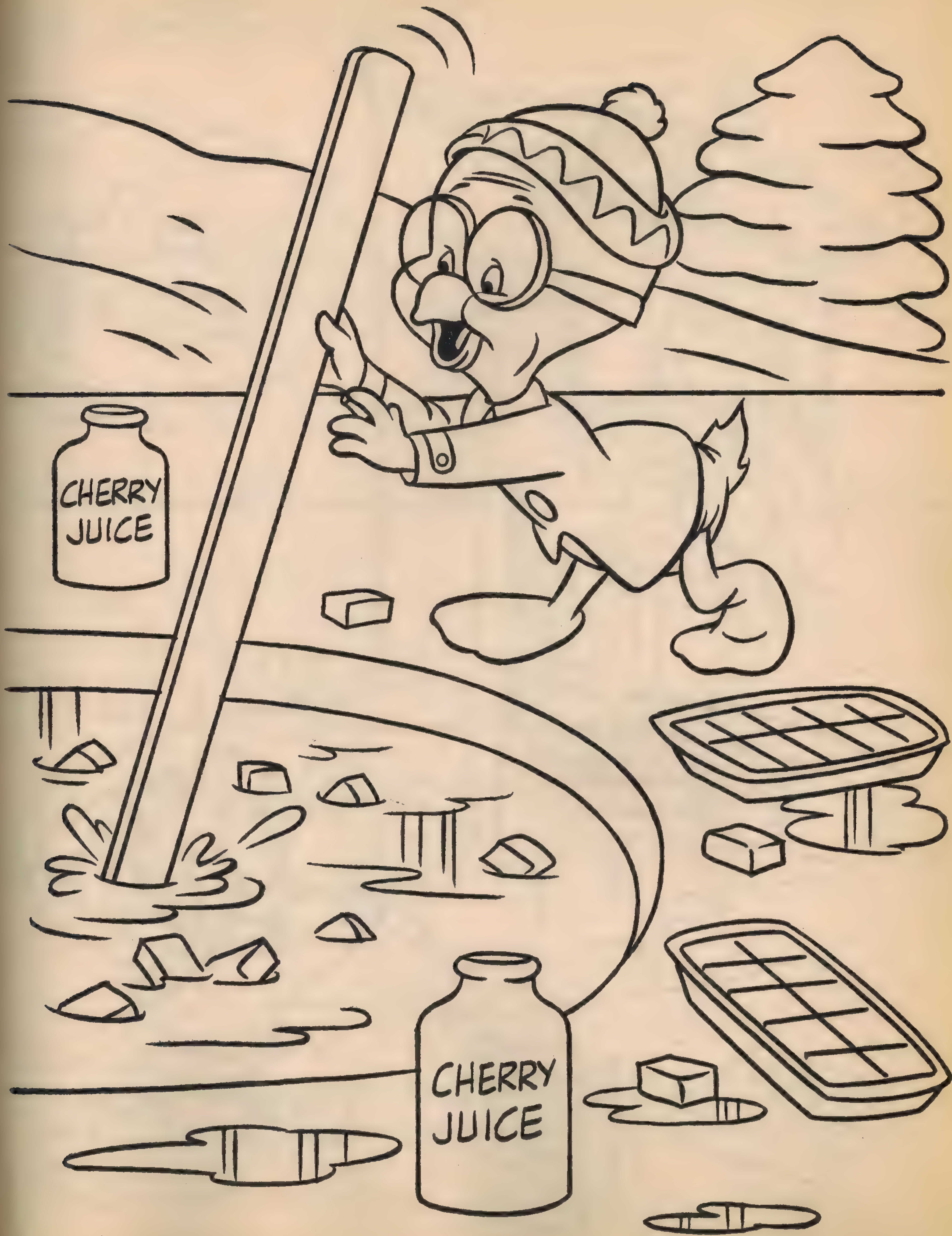






**HONKER, DO YOU
THINK THIS IS THE
WORLD'S LARGEST
FROZEN CHERRY
ICE POP?**



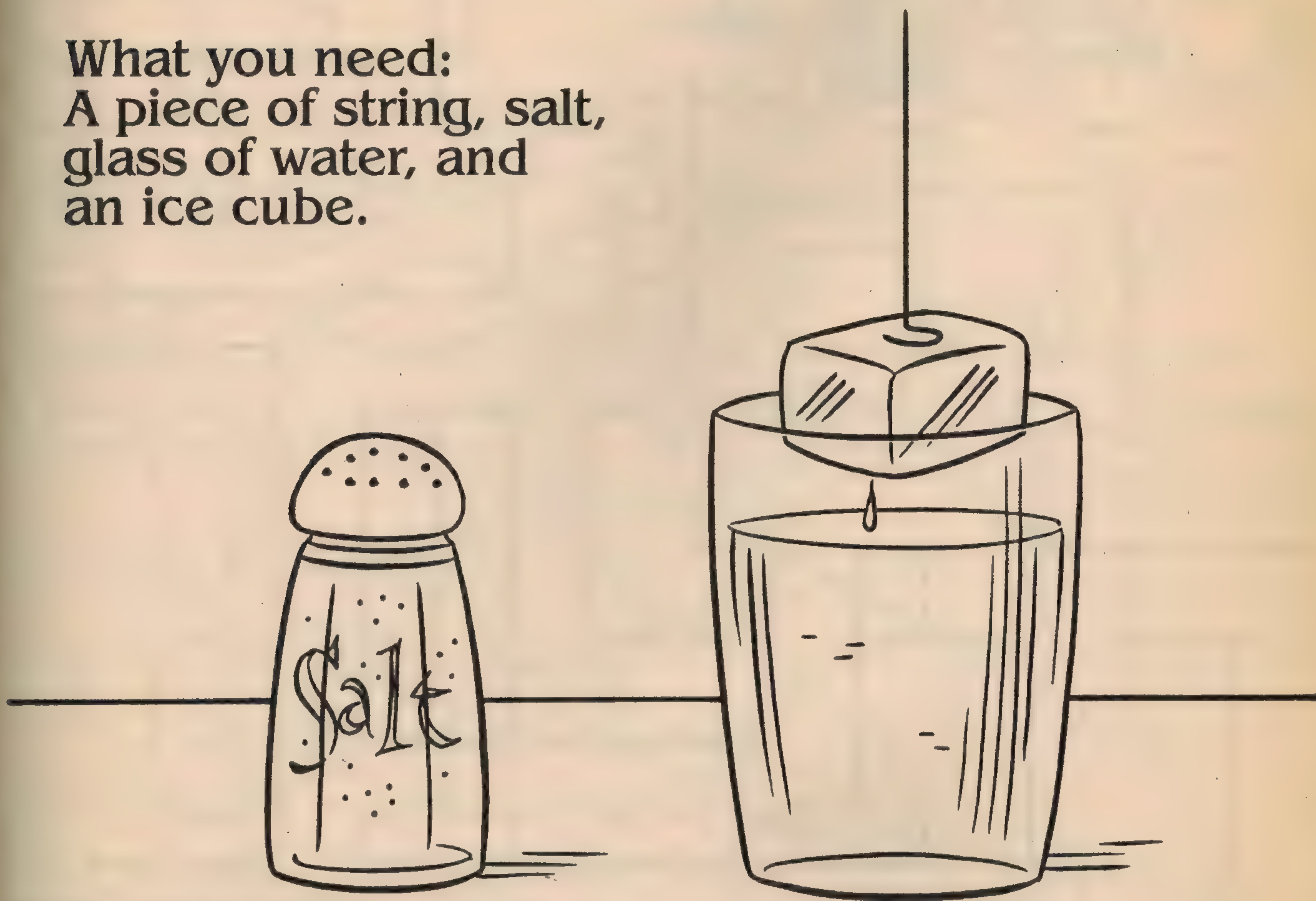




A simple experiment will show you how Gosalyn and Honker lifted their ice pop out of the pool.

What you need:

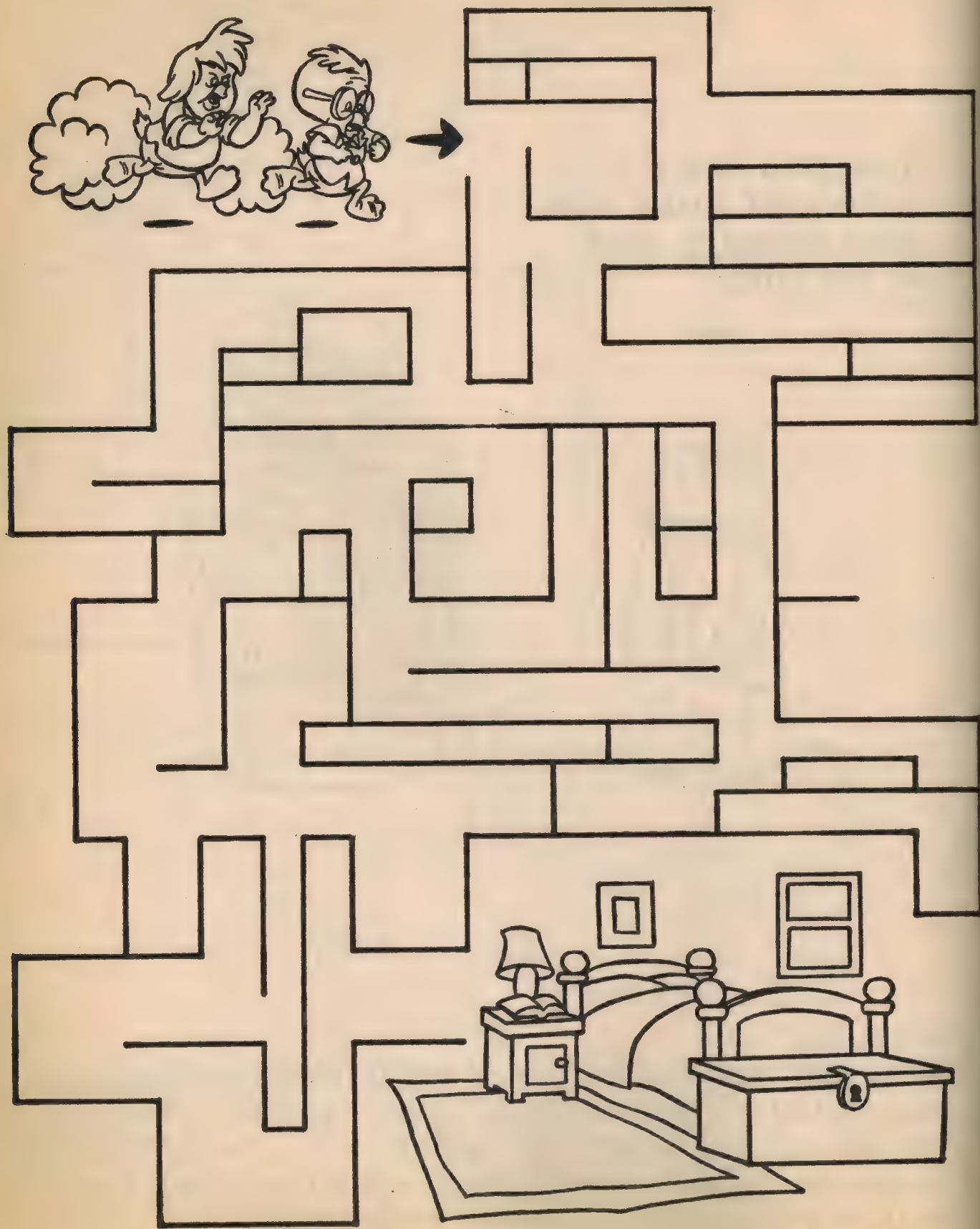
A piece of string, salt,
glass of water, and
an ice cube.



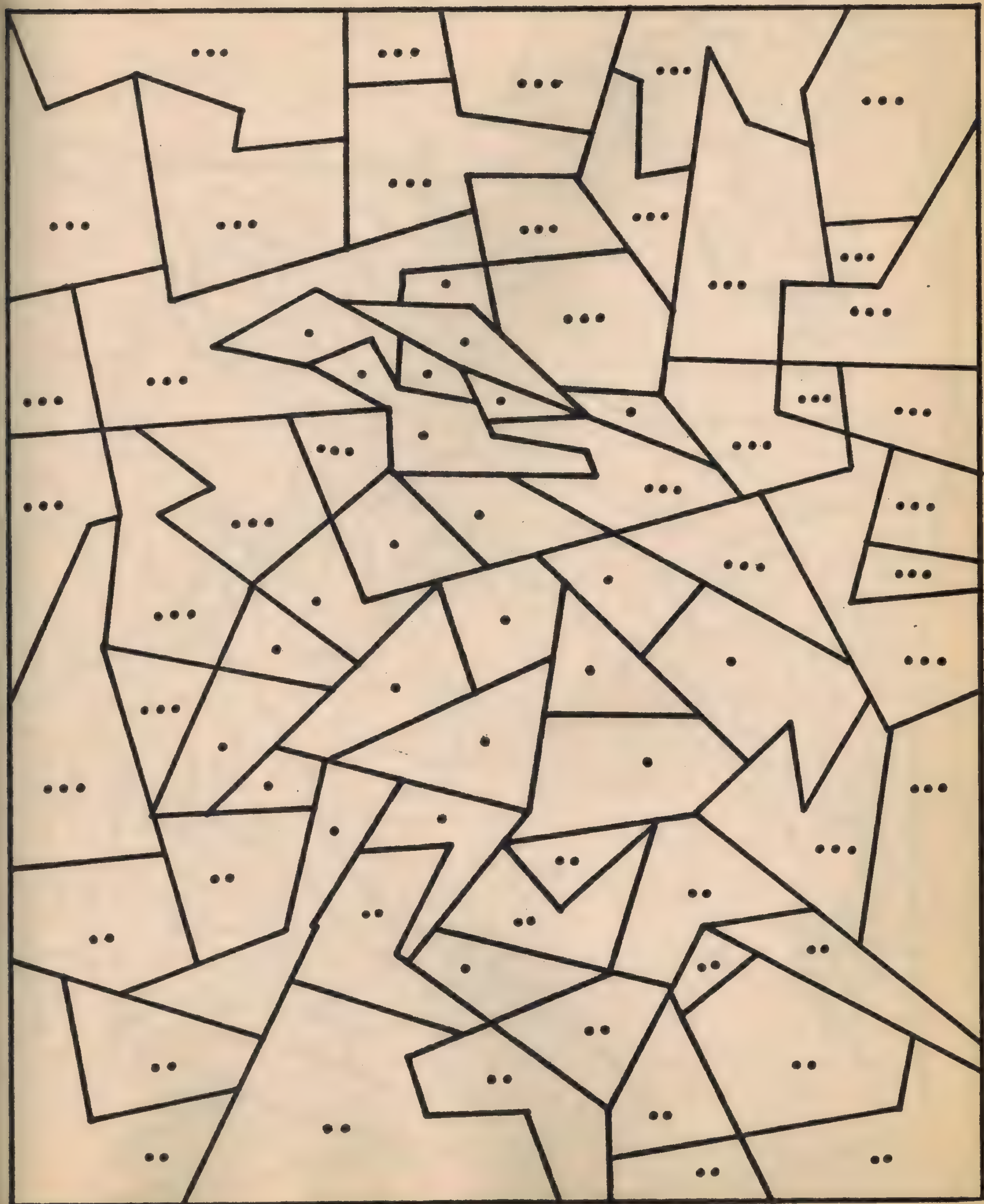
Directions:

Put the ice cube in the glass of water. Wet the string and put it on top of the floating ice cube. Sprinkle some salt over the string. The salt will melt the ice cube. After a few minutes, the water will refreeze around the string. You can then pick up the ice cube by the string.

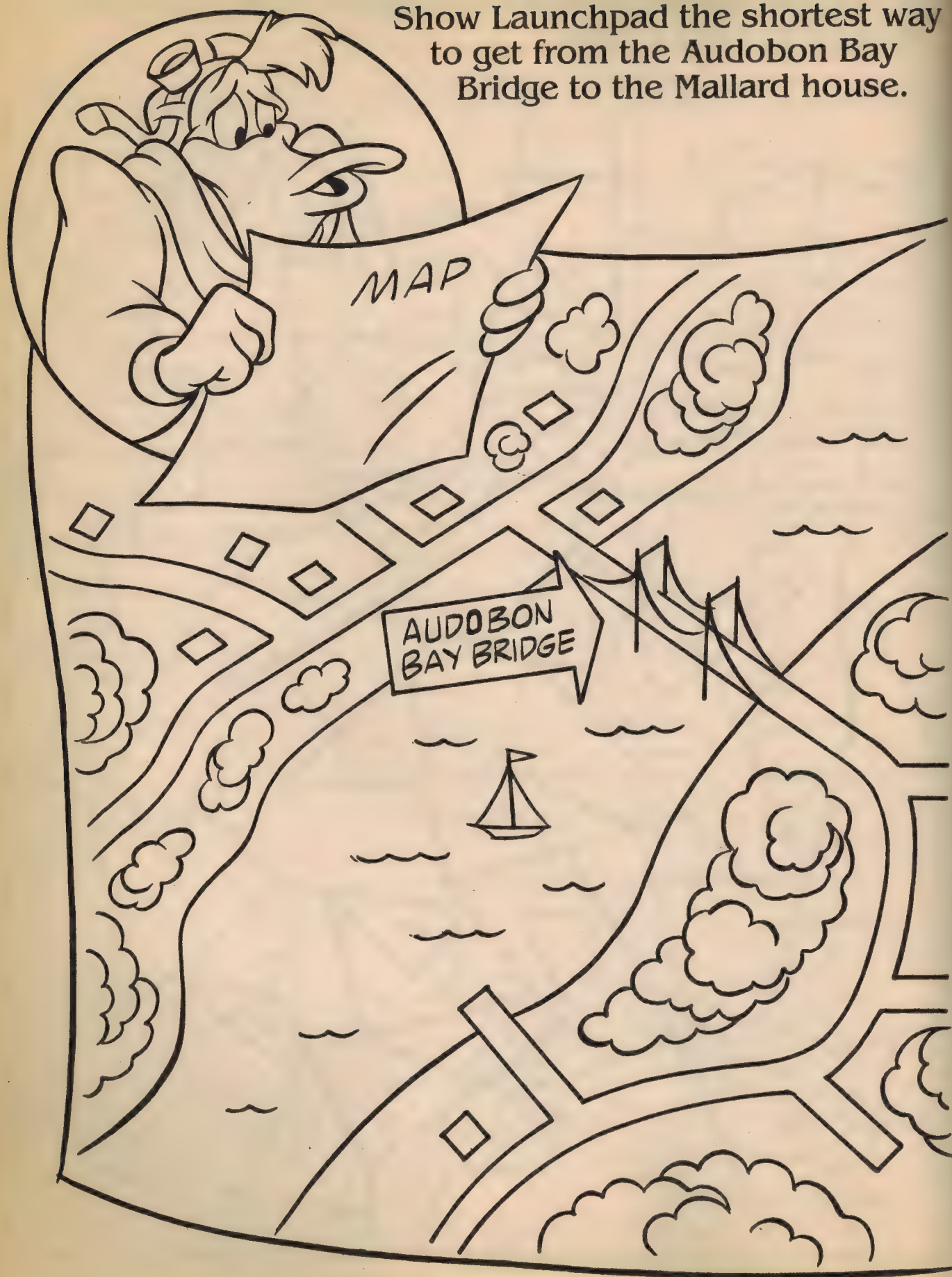
Help Honker get to his bedroom before Tank catches him.



Color the spaces with one dot purple, two dots green,
and three dots yellow.



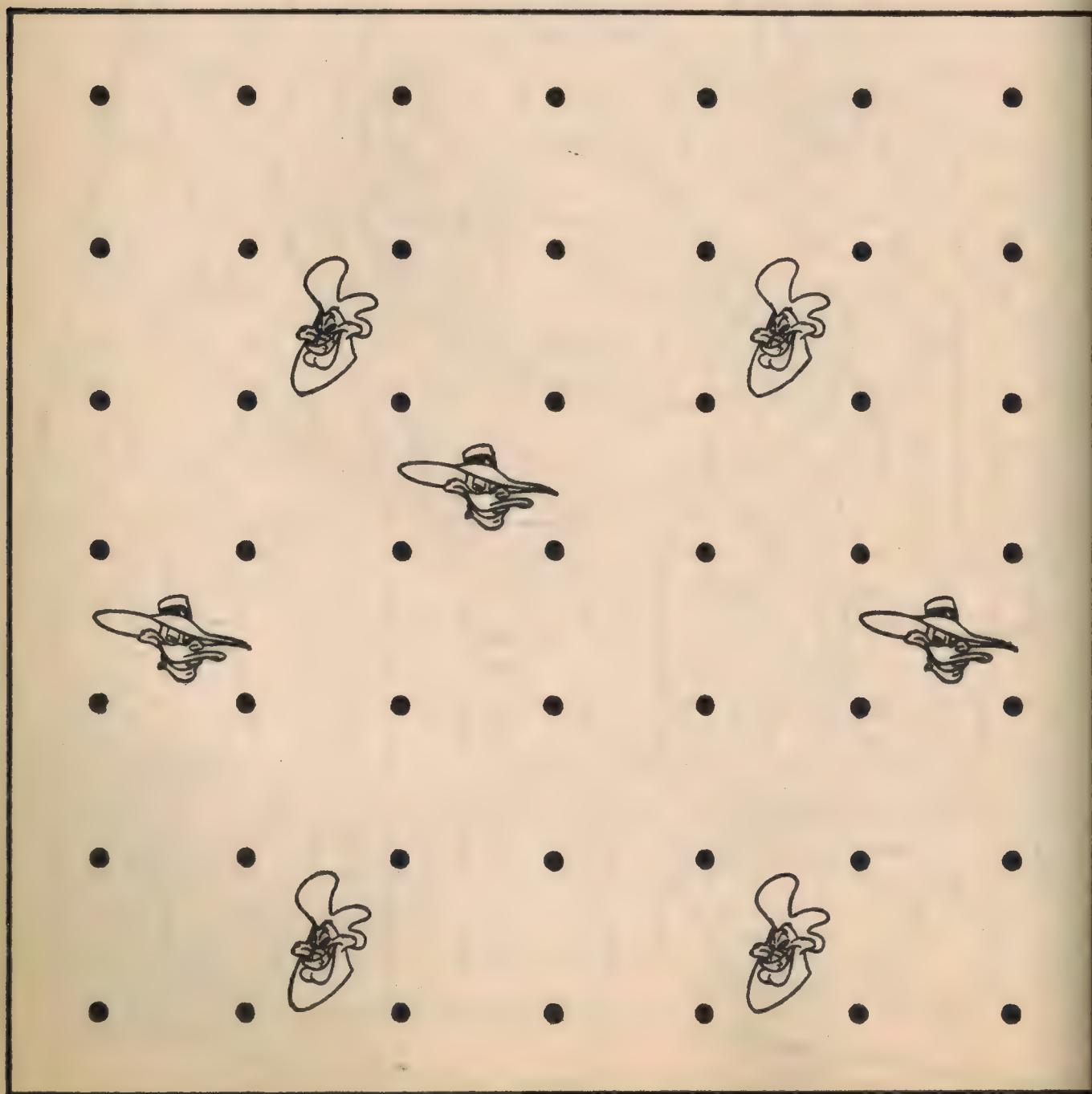
Show Launchpad the shortest way
to get from the Audobon Bay
Bridge to the Mallard house.

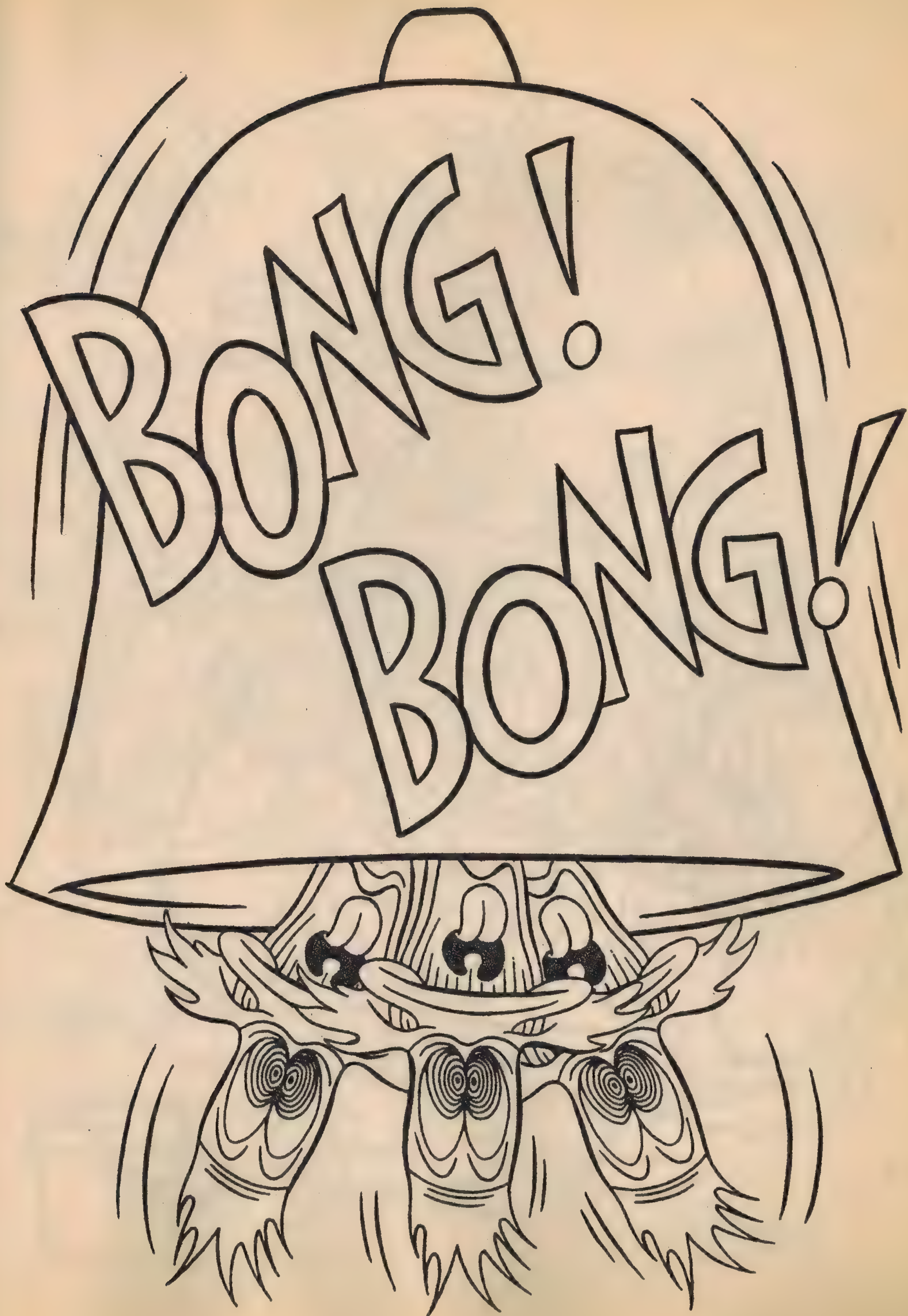




Finish the squares again!

Take turns drawing a straight line between two dots (to make a square). As you complete a square, initial it and take another turn. Count 1 point for each square, and 3 points for Darkwing. A box with Steelbeak takes away 2 points. The player with the most points wins!





SPLAT SPLAT SPLAT







AAAAHHH!













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